

# **DOWNTOWN MESQUITE DESIGN-BASED CODE**

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Prepared for the City of Mesquite

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# 1 | INTRODUCTION AND USER'S GUIDE

## Introduction

In 2008, the City of Mesquite (City) initiated a plan to improve and revitalize the Mesquite Boulevard Corridor and Downtown Mesquite (Downtown). The community-based process involved a series of walking tours, focus group discussions, stakeholder interviews, and visioning and design workshops with the residents, business and property owners, the arts community, civic organizations, and other local stakeholders. A vision plan for the Mesquite Boulevard Corridor and Downtown were prepared based on input from the community. The vision plan is available to review at the City of Mesquite Planning Department: 10 East Mesquite Boulevard; Mesquite, NV 89027.

To implement the vision for the core of Downtown Mesquite, the zoning standards for the Commercial - Central Business District (CR-3) Zone would need to be substantially updated and revised. This Design-Based Code provides updated zoning and development standards for the properties within the CR-3 zone. These properties are mapped on Figure 1-1. All properties within the CR-3 zone must comply with all applicable standards within this Design-Based Code (i.e. this Design-Based Code provides the mandatory zoning and development standards for the CR-3 zone).

There are a variety of different zoning designations for properties within Downtown Mesquite that are not within the CR-3 zone, including:

- Multi-Family - Attached Housing (MF-1);
- Single Family Residential (SF);
- Rural Residential (RE-3); and

- Commercial General (CR-2).

These properties are identified in Figure 1-1. Property owners have the right to develop and/or redevelop these properties by using the zoning standards for the applicable zoning district (MF-1, SF, RE-3, or CR-2) or may apply to rezone their property as CR-3. If the application to rezone is approved, the property owners shall adhere to all applicable standards within this Design-Based Code. To encourage the use of this Design-Based Code on these properties, the following incentives are provided:

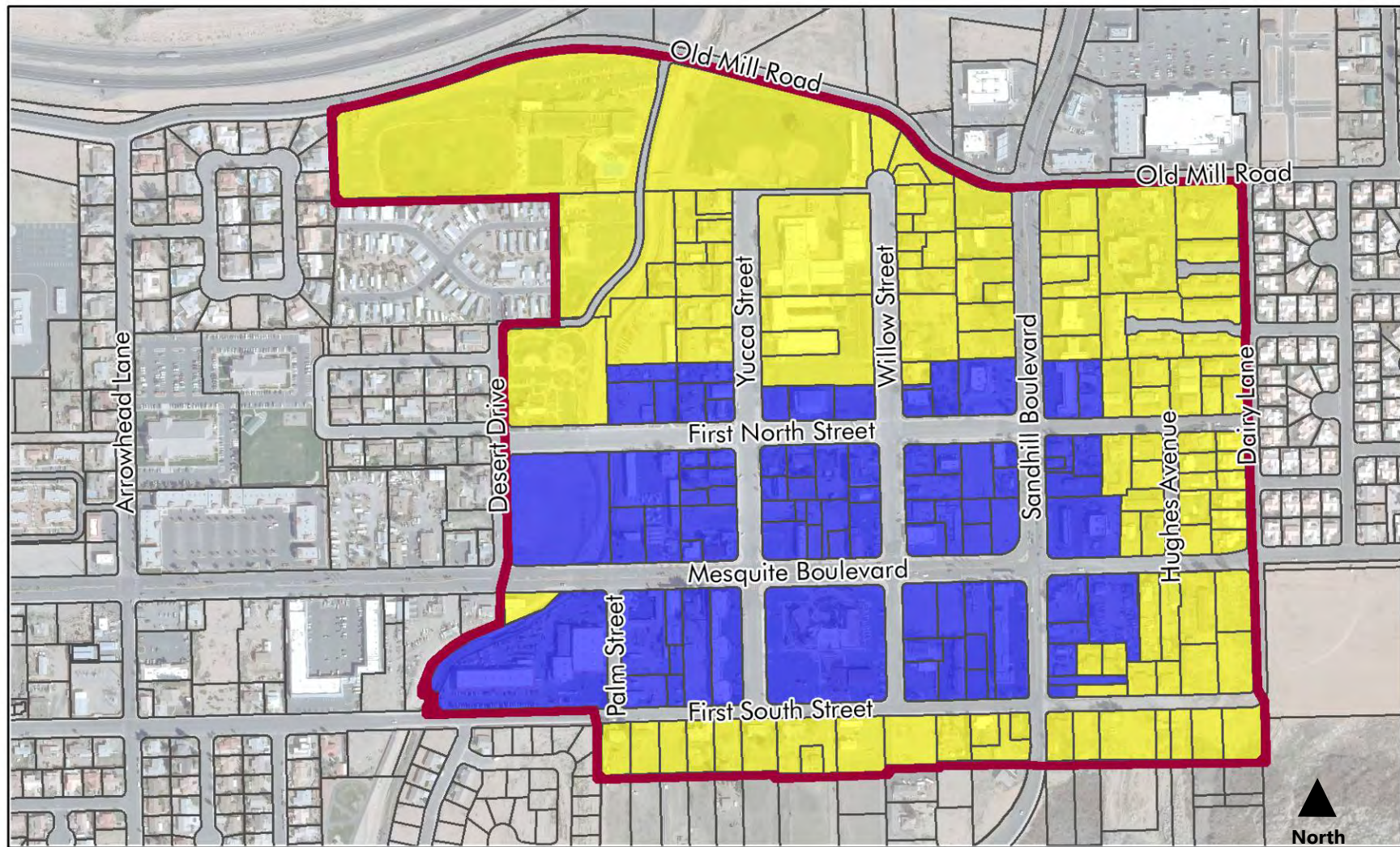
- **Mixed-Use:** This Design-Based Code gives property owners the right to develop mixed-use projects on their property. Depending on the location of the property, a variety of uses may be allowed, including commercial (i.e. retail, food service, office), residential, and live-work uses.
- **Additional Building Heights:** The CR-2, SF and MF-1 zones have a two-story and 35-foot height limit. This Design-Based Code allows four-story buildings, which would increase the allowed density and height of development on the site.
- **No Parking Requirements:** This Design-Based Code gives property owners the right to decide how much parking they want to provide on-site based on market demand. It does not require each property to provide on-site parking. Providing parking on-site can be extremely costly and can substantially limit the development potential of properties, especially smaller properties where parking options are limited. To encourage reinvestment and infill development within Downtown, parking requirements have been eliminated. Public parking management strategies are provided in Section 3 (Parking Standards).
- **Reduced Setbacks:** This Design-Based Code provides reduced setback requirements, which allows buildings to be placed closer to the street and provides more space for buildings on


the property. The reduced setbacks will also reduce landscaping and related water and maintenance costs.


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Figure 1-1: Downtown Mesquite Boundary Map



 CR-3 Zone: This Regulating Code serves as the zoning and development standards for all properties within the CR-3 Zone

 Other Zones: Property owners have the right to develop and/or redevelop properties by using the standards within the applicable zoning district (MF-1, SF, RE-3, or C-2) or may apply to rezone to CR-3 and follow the applicable standards within this Regulating Code.

- **No Open Space Requirements:** The standards for the MF-1, SF, CR-2, and RE-3 zones have minimum open space requirements. The community desires to create a relatively compact and dense urban downtown that is served by a variety of useable public open spaces. Downtown has an abundant supply of parks and recreational facilities within and immediately adjacent to Downtown. To encourage the use of these facilities, increase the development potential of properties, and to promote walking within Downtown, the open space requirements have been eliminated for properties developed with this Design-Based Code.

Along with these zoning standard modifications, a variety of modifications are necessary for design standards. This Design-Based Code replaces the Design Standards for Development in the Downtown Central Business District (adopted by Ordinance 378). Appropriate standards have been incorporated into this Code and others have been modified to better meet the vision and intent. New standards are also included within this Design-Based Code.

### Purpose and Intent

The purpose of this Design-Based Code is to promote urban design that creates a pedestrian-oriented Downtown with a mix of opportunities to live, work, play, and learn. The standards within this Code are the tools with which developers, property owners, the Architectural Review Committee, and the City Council (acting as the Redevelopment Agency) can achieve the vision for Downtown Mesquite and the goals of the Redevelopment District.

The purpose of this Code is to establish appropriate zoning and development standards that allow and facilitate the envisioned types of development within Downtown. The zoning and development standards within this Code are intended to:

- Strengthen civic pride and the community's sense of identity;

- Promote the private and public enjoyment of culturally significant community facilities and enhance the visual and aesthetic appeal of Mesquite;
- Assure that new construction, restoration, and rehabilitation projects are compatible with the goals and objectives of the community at large;
- Recapture the sense of Downtown as the heart of the community and cultural center of the City;
- Allow a variety of building and development types that create a pedestrian-oriented neighborhood;
- Allow a mix of compatible residential, commercial, and civic uses that complement businesses within Downtown and the Boulevard;
- Preserve the heritage and history of Downtown and incorporate new development with historic structures;
- Ensure that buildings have a positive relationship to surrounding streets, paseos, and future public spaces in Downtown;
- Establish design-based development standards that will facilitate the envisioned character for the area;
- Be reverent to the City's history, heritage, and landmarks;
- Respect the local desert climate and environment by utilizing appropriate landscape and building materials;
- Be structurally efficient;
- Be safe and accessible; and
- Be functionally and aesthetically interconnected.



## Defining Terms Used in this Design-Based Code

Within this Design-Based Code, the words *shall*, *must*, *should*, and *may* are used frequently. The words *shall* and *must* are used to indicate mandatory requirements strictly to be followed in order to conform to the standard and from which no deviation is permitted (*shall* and *must* are requirements). The word *should* is used to indicate a certain course of action that is preferred or desirable, but not required. The word *may* is used to indicate a course of action that is permissible or allowed.

## Exceptions and Variances

A deviation from the requirements of this Design-Based Code may be approved by either a variance or exception. The Planning and Redevelopment Agency Director shall determine if the requested relief requires a variance or exception.

### Variance

A variance may be permitted when practical difficulties, unnecessary hardship, or results inconsistent with the general purpose of this Design-Based Code result through the strict and literal interpretation and enforcement of a standard. The sole purpose of a variance is to grant relief from a specific regulation because of a special circumstance related to the property that would deprive the property from privileges commonly enjoyed by other properties in the same vicinity and zone. A variance shall not be granted if it gives special privileges not shared by other property in the same vicinity and zone. The process for obtaining a variance from this Code shall be regulated by section 9-5-5 (Variances) of the Unified Development Code. The following findings shall be made to issue a variance:

- Because of special circumstances applicable to the property, including size, shape, topography, location or surroundings, the strict application of this Design-Based Code deprives

such property of privileges enjoyed by other properties in the vicinity that are subject to the identical development standards.

- The adjustment thereby authorized does not constitute a grant of special privileges inconsistent with the limitations upon other properties in the vicinity that are subject to the identical development standards.
- The adjustment does not authorize a use or activity that is not otherwise expressly authorized by land use regulations governing the parcel of property.
- The Planning Department shall keep a permanent record of all decisions of the City Council, as well as the ultimate disposition of those applications that are appealed. The record shall be available for public review.

### Exception

An exception is a minor modification from a specific design standard within this Design-Based Code. An exception is similar to a variance in that it grants relief from a specific development standard. However, a variance allows for relief from a standard based on unique circumstances related to physical property. Exceptions allow for relief from a specific development standard that is not related to unique site circumstances. Exceptions may be granted by the Planning and Redevelopment Agency Director at his or her sole discretion if the following findings can be made:

- The exception would modify the standard in question by less than 10 percent. For example, if the base standard for maximum building height is 70 feet, the exception for maximum building height would not exceed 76.5 feet.
- The proposed design, with the granted exception, would meet the overall purpose and intent of this Design-Based Code.

## 1 | INTRODUCTION AND USER'S GUIDE

If the above findings cannot be met, the applicant may have the exception considered at a noticed public hearing before the City Council. The process for approving an exception shall comply with the process outlined for a variance (refer to section 9-5-5 of the Unified Development Code) with the following exceptions related to required findings:

The City Council must make the following findings to approve an exception:

- The proposed design, with the granted exception, would meet the overall purpose and intent of this Design-Based Code.
- The proposed building and site design features are of exceptional quality and warrant the approval of a project that would otherwise not be allowed by this Code.

### Images and Diagrams

Images and diagrams are used liberally throughout this Design-Based Code and are intended for illustrative purposes only. Specific development standards and regulations contained in this Design-Based Code are the controlling language for the purposes of the development regulation. If a diagram is in conflict with the controlling regulation, the regulation shall rule and the diagram shall be updated by the Planning Department to prevent future confusion. Updates to inconsistent diagrams do not require an amendment.

### Severability

If a court of competent jurisdiction determines that a provision of this Design-Based Code is unconstitutional or invalid, that determination shall not affect the validity of other parts of this Code.

### Violations

If a violation of a standard or requirement of this Design-Based Code occurs during construction, site work, or operation of project, the Planning and Redevelopment Agency Director shall have the right to require the property owner to stop, remove, and/or mitigate the violation, or secure a Conditional Use Permit, Exception, or Variance to remedy the violation. All violations shall be processed in compliance with the Unified Development Code.

### Interpretation

Whenever the provisions contained in this Design-Based Code conflict with the Unified Development Code, the provisions of this Code shall prevail. Any ambiguity concerning the content or application of the Design-Based Code shall be resolved by the Planning and Redevelopment Agency Director or designee. Such interpretations shall take into account the stated goals and overall spirit and intent of this Code. Such interpretations may be appealed to the City Council in accordance with appeal procedures outlined in the Unified Development Code.

### User's Guide

The following steps will help users understand this Design-Based Code:

- Step 1: Review Section 2 to gain an understanding of the development standards for buildings.
- Step 2: Review Section 3 to gain an understanding of on-site parking standards.
- Step 3: Review Section 4 to gain an understanding of the design standards for building frontages.
- Step 4: Review Section 5 to gain an understanding of the architectural design standards.

- Step 5: Review Section 6 to gain an understanding of the standards for landscaping and lighting.
- Step 6: Review Section 7 to gain an understanding of the standards for business signs.
- Step 7: Review Section 8 to gain an understanding of the standards for streets and sidewalks.
- Step 8: Review Section 9 to gain an understanding of the standards for public spaces provided.
- Step 9: Review Section 10 to gain an understanding of the implementation and administration of this Design-Based Code.
- Step 10: Review Section 11 for definitions of terms used in this Design-Based Code.
- Step 11: Contact the City of Mesquite Planning and Redevelopment Department to discuss questions, potential development projects, or opportunities for public/private partnerships at 10 East Mesquite Boulevard; Mesquite, NV 89027 or (702) 346-5295



## 2 | DEVELOPMENT STANDARDS

This Design-Based Code provides zoning and development standards based on the types of frontages that are desired along streets, the Central Plaza, the Central Paseo, and the Town Wash. Regulating properties based on the desired types of frontages produces consistent building edges and allows greater flexibility of design and use within the interior parts of the property. The following types of frontages are established within Downtown Mesquite:

- Inner Downtown Core Frontage
- Outer Downtown Core Frontage
- Downtown Edge Frontage
- Civic Frontage

The frontages are mapped on the Regulating Plan (Figure 2-1). The zoning and development standards for each of the above frontages are provided in this section after the Regulating Plan.

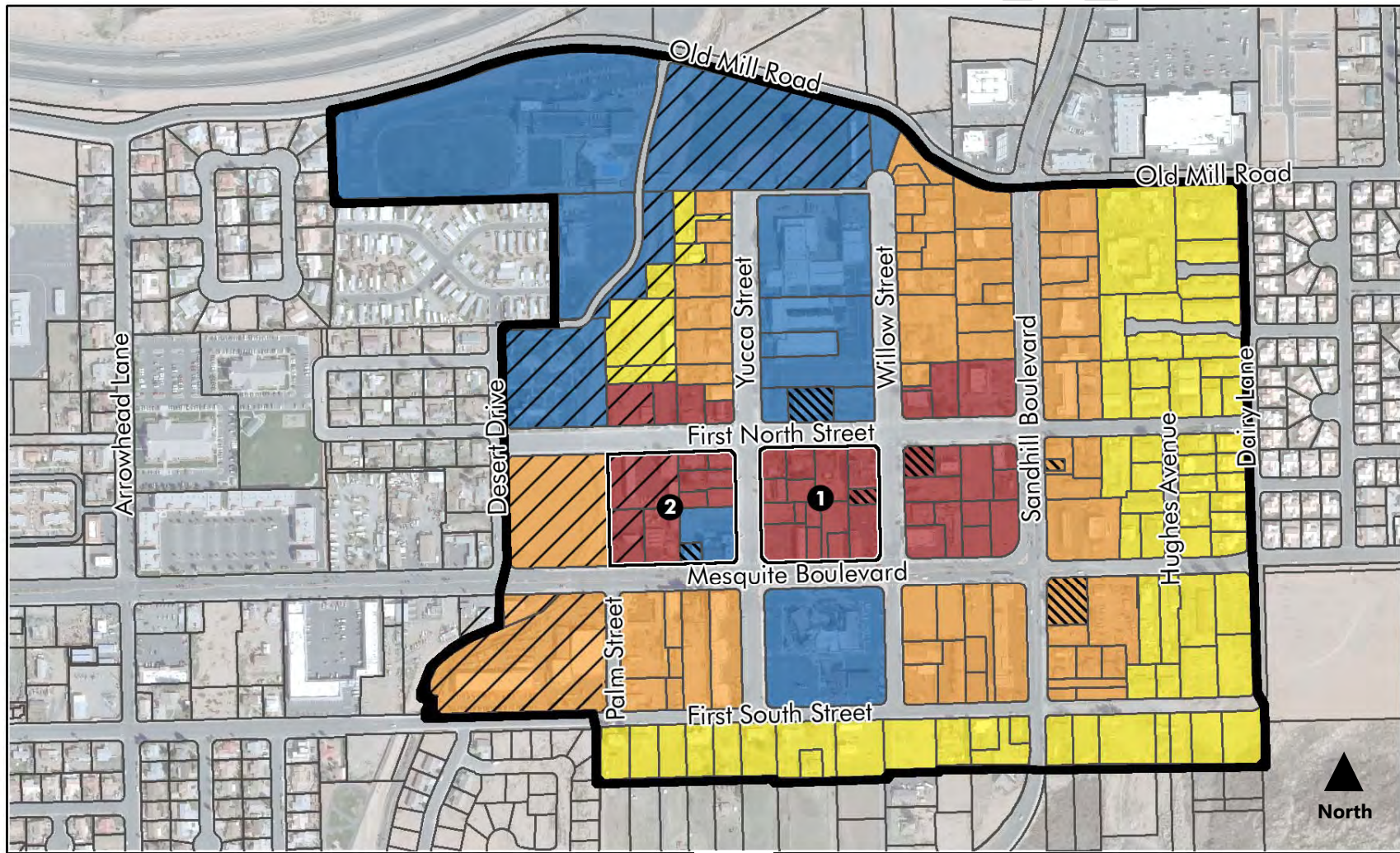
In addition to the frontage types noted above, properties along the Town Wash shall comply with additional standards found within the Town Wash Overlay. Likewise, properties with historic buildings shall comply with additional standards found within the Historic Overlay.


The Regulating Plan also identifies the blocks that are intended to be developed with two significant public spaces: the Central Plaza and the Central Paseo. The development of these two public spaces will require coordination between multiple property owners and the City of Mesquite Redevelopment Agency. If the Redevelopment Agency can negotiate development agreements with the property owners or acquire the land to develop these public spaces, the spaces shall be designed in compliance with the applicable Standards in Section 9 (Public Space Standards).

If the Redevelopment Agency cannot successfully negotiate with property owners or acquire the land, the properties within these blocks may develop without these public spaces.



Figure 2-1: Regulating Plan



- |  |  |   |  |
|--|--|---|--|
|  Inner Downtown Core Frontage |  Downtown Edge Frontage |  Historic Overlay  | <b>1</b> Preferred Location for Central Plaza Block (see Section 9: Public Space Standards). |
|  Outer Downtown Core Frontage |  Civic Frontage         |  Town Wash Overlay | <b>2</b> Preferred Location for Central Paseo Block (see Section 9: Public Space Standards). |



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### Inner Downtown Core Frontage

#### Required Building Placement

- A. Setbacks 5' from property lines along Sandhill Boulevard. The 5' setback shall be improved as a widened sidewalk. No other setbacks are required.
- B. Build-to-Zone (BTZ) 5' from property lines along Sandhill Boulevard; at property lines on other streets.
- C. Exception 1 Openings within the BTZ are allowed for forecourts, paseos, entry courts at block corners, and driveways. Openings for driveways shall not exceed 35' in width.

#### Required Building Mass and Height

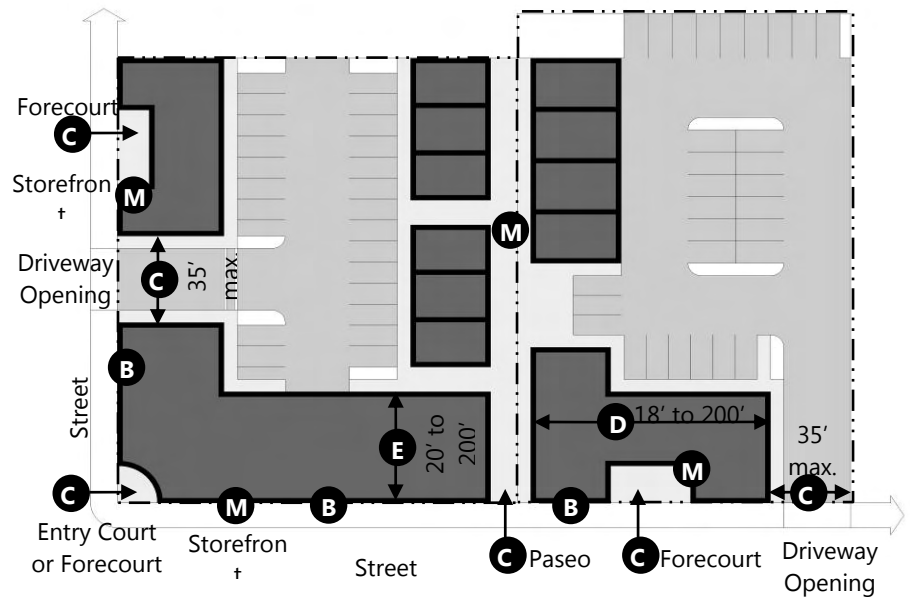
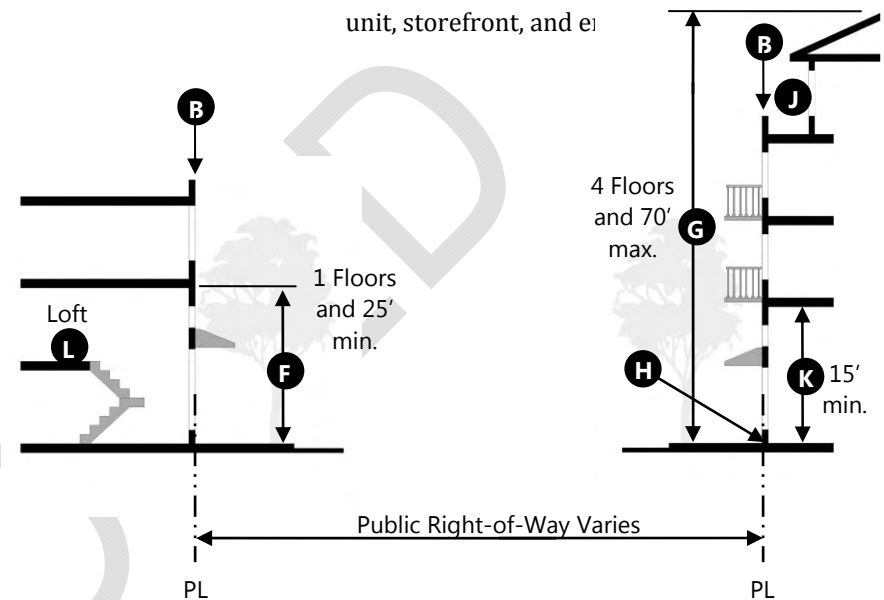
- D. Building Width 18' minimum and 200' maximum
- E. Building Depth 20' minimum and 200' maximum
- F. Minimum Height 1 floor and 25' minimum
- G. Maximum Height 4 floors and 70' maximum
- H. Ground Floor Elevation Placed at or near the elevation of adjacent sidewalks, walkways, paseos, forecourts, and public spaces to avoid entrance steps/ramps.
- I. Exception 1 If required for flood control, the ground floor may be elevated as necessary.
- J. Stepbacks Allowed on upper floors, but not required

#### Required Floor-to-Ceiling Heights

- K. Ground Floor 15' minimum
- L. Loft Level Lofts are allowed on all floors. If the Loft occupies less than 1/3 of the unit's footprint, the loft shall not be counted as a floor.

#### Pedestrian Circulation

- M. Access Pedestrian access from the sidewalk to each



N



Storefront



Arcade Front



Live-Work Front

## Inner Downtown Core Frontage (Continued)

### Required Fronts

N. Fronts

Facade(s) along streets and the Central Plaza shall be designed with Storefronts or Arcade Fronts. Facades along the Central Paseo shall be designed with Storefronts or Live-Work Fronts. See Section 4 (Frontage Standards) for design standards for each front. Facades in all other locations do not have to be designed to a specific frontage standard (a variety of frontages are allowed in all other locations).

### Allowed Facade Elements

Q. Ground Floor

Awnings, Marquees, Projecting Signs

R. Upper Floors

Window Shades, Trellises, Recessed and Projecting Balconies

### Allowed Uses \*

S. Ground Floor with Frontage Along Streets or the Central Plaza

Retail, Food Service, Service, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Office (CUP), Lodging (CUP)

T. Ground Floor without Frontage Along Streets or the Central Plaza

Retail, Food Service, Service, Office, Live-Work, Residential, Home Occupation, Food Service, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Lodging (CUP)

U. Upper Floors

Retail, Food Service, Service, Office, Live-Work, Residential, Home Occupation, Food Service, Outdoor Dining, Dining/Entertainment, Lodging (CUP), Cultural (CUP), Entertainment (CUP)

\* Notes: Uses that are followed by “(CUP)” require a Conditional Use Permit. See Section 11 (Definitions) for detailed descriptions of allowed and

## 2 | DEVELOPMENT STANDARDS

prohibited uses.

### Outer Downtown Core Frontage

#### Required Building Placement

- A. Setbacks 5' from property lines along Mesquite and Sandhill Boulevards. The 5' setback shall be improved as a widened sidewalk. No other setbacks are required.
- B. Build-to-Zone (BTZ) 0' to 10' from property lines along streets
- C. Exception 1 Openings within the BTZ are allowed for forecourts, paseos, entry courts at block corners, and driveways. Openings for driveways shall not exceed 50' in width.

#### Required Building Mass and Height

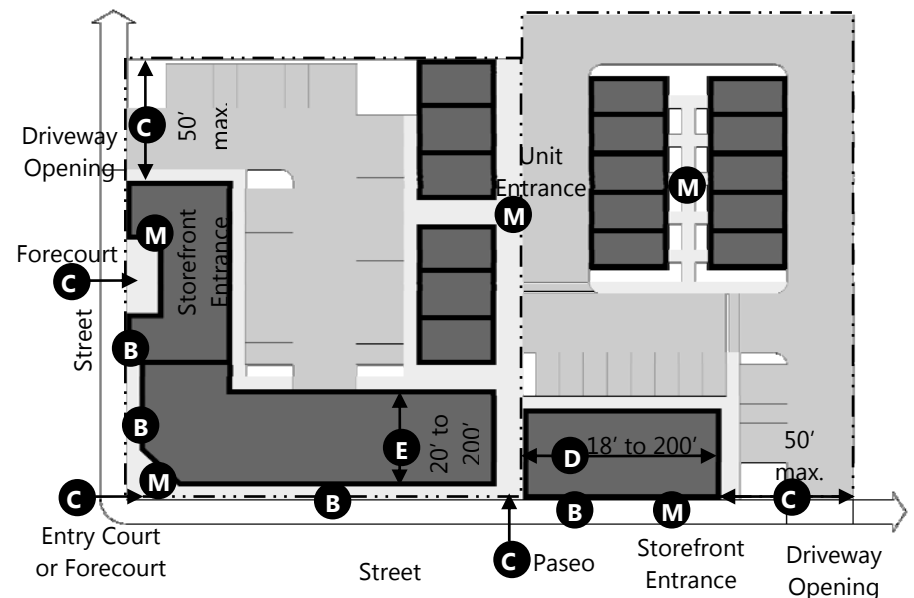
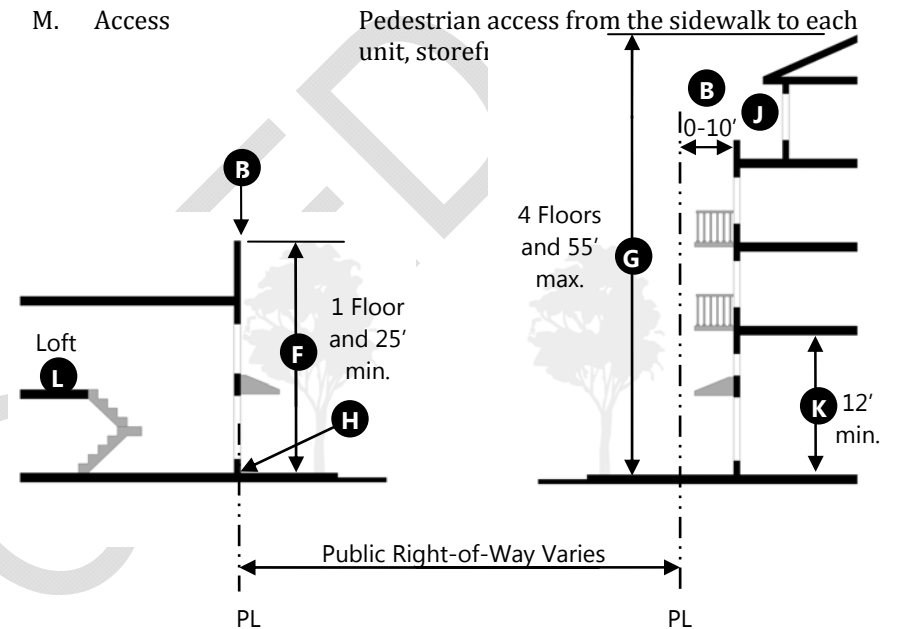
- D. Building Width 18' minimum and 200' maximum
- E. Building Depth 20' minimum and 200' maximum
- F. Minimum Height 1 floor and 25' minimum
- G. Maximum Height 4 floors and 55' maximum
- H. Ground Floor Elevation Along Public Sidewalks and Public Spaces Placed at or near the elevation of adjacent public sidewalks/public spaces to avoid entrance steps/ramps. This standard does not apply in other locations.
- I. Exception 1 If required for flood control, the ground floor may be elevated as necessary.
- J. Stepbacks Allowed on upper floors, but not required

#### Required Floor-to-Ceiling Heights

- K. Ground Floor 12' minimum
- L. Loft Level Lofts are allowed on all floors. If the Loft occupies less than 1/3 of the unit's footprint, the loft shall not be counted as a floor.

### Pedestrian Circulation

#### M. Access



N



Storefront



Arcade Front



Live-Work Front

## Outer Downtown Core Frontage (Continued)

### Required Fronts

- N. Fronts Facades along streets shall be designed with Storefronts, Arcade Fronts, or Live-Work Fronts. See Section 4 (Frontage Standards) for design standards for each front. Facades in all other locations do not have to be designed to a specific frontage standard (a variety of frontages are allowed in all other locations).

### Allowed Facade Elements

- O. Ground Floor Awnings, Marquees, Projecting Signs
- P. Upper Floors Window Shades, Trellises, Recessed and Projecting Balconies

### Allowed Uses \*

- Q. Ground Floor with Frontage Along Streets Retail, Food Service, Service, Office, Live-Work, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Lodging (CUP)
- R. Ground Floor without Frontage Along Streets Retail, Food Service, Service, Office, Live-Work, Residential, Home Occupation, Food Service, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Lodging (CUP)
- S. Upper Floors Retail, Food Service, Service, Office, Live-Work, Residential, Home Occupation, Food Service, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Lodging (CUP)

\* Notes: Uses that are followed by “(CUP)” require a Conditional Use Permit. See Section 11 (Definitions) for detailed descriptions of allowed and prohibited uses.



2 | DEVELOPMENT STANDARDS

Downtown Edge Frontage

Required Building Placement

- A. Setbacks 5' minimum from all property lines and 5' minimum from detached buildings on the same property.
- B. Build-to-Zone (BTZ) 5' to 15' from property lines along streets
- C. Exception 1 Openings within the BTZ are allowed for forecourts, setbacks, and driveways. Openings for driveways shall not exceed 35' in width.

Required Building Mass and Height

- D. Building Width 15' minimum and 200' maximum
- E. Building Depth 20' minimum and 200' maximum
- F. Minimum Height 2 floors and 25' minimum
- G. Maximum Height 4 floors and 55' maximum
- H. Ground Floor Elevation 0' to 5' above the elevation of the adjacent sidewalk, walkway, paseo, or forecourt
- I. Stepbacks Allowed on upper floors, but not required

Required Floor-to-Ceiling Heights

- J. Ground Floor 9' minimum
- K. Loft Level Lofts are allowed on all floors. If the Loft occupies less than 1/3 of the unit's footprint, the loft shall not be counted as a floor.

Pedestrian Circulation

- L. Access Pedestrian access from the sidewalk to each unit and entrance is required.



M



Porch Front



Stoop Front



Live-Work Front



Residential Front

Downtown Edge Frontage (Continued)

Required Fronts

- M. Fronts Facades along streets and the Town Wash shall be designed with a Porch Front, Stoop Front, Live-Work Front, or Residential Front. See Section 4 (Frontage Standards) for design standards for each front. Facades in all other locations do not have to be designed to a specific frontage standard (a variety of frontages are allowed in all other locations).

Allowed Projections

- N. Ground Floor Awnings, Marquees, Window Shades, Trellises
- O. Upper Floors Window Shades, Trellises, Recessed and Projecting Balconies

Allowed Uses \*

- P. All Floors Residential, Home Occupation, Live-Work, Office

Civic Frontage

Development Standards

- A. Civic buildings have unique functions and characteristics. To provide maximum design flexibility for civic buildings and to encourage creativity and unique design solutions, this Design-Based Code does not prescribe specific development standards for civic buildings. The design of all civic buildings shall be approved by the City Council.

Allowed Uses \*

- B. All Floors Civic, Cultural, Food Service, Service, Office, Retail (CUP), Outdoor Dining (CUP), Dining/Entertainment (CUP), Entertainment (CUP)

\* Notes: Uses that are followed by “(CUP)” require a Conditional Use Permit. See Section 11 (Definitions) for detailed descriptions of allowed and prohibited uses.

## Historic Building Overlay

Downtown Mesquite has a number of historic buildings that are envisioned to be preserved as cultural resources within the City. The following standards apply to historic buildings and properties as identified on Figure 2-1 (Regulating Plan).

### Additions, Renovations, and Alterations

- A. To the extent feasible, all additions, renovations, and/or alterations to historic buildings (see Figure 2-1, Regulating Plan) and properties shall comply with the applicable Secretary of Interior Standards for Historic Preservation, Restoration, and Rehabilitation. A licensed Architect with experience with historic renovations shall review the proposed additions, renovations, and/or alterations to determine compliance with the applicable Secretary of Interior Standards. The addition, renovation, and/or alteration does not have to comply with the applicable standards for the underlying frontage zone, such as the Inner Downtown Core Frontage (refer to Figure 2-1, Regulating Plan).
- B. All additions, renovations, and/or alterations to a historic building that are not compatible with the applicable Secretary of Interior Standards, shall require public hearings before the Architectural Review Committee and City Council. If the project is approved, the applicant shall be required to implement the following mitigation measures prior to the issuance of demolition and building permits:
  - The building shall be documented by architectural drawings, photographs, and a written history that is consistent with Historic American Buildings Survey (HABS) standards.
  - A plan for salvaging significant historic features of the building, such as building components, equipment, or machinery, shall be developed and approved by the City Council. The salvaged features may be donated to the City of Mesquite, a history museum, a school or university, or a local non-profit organization.

### Demolition

- A. Projects that propose the demolition of a historic building (as indicated on Figure 2-1, Regulating Plan) shall require public hearings before the Architectural Review Committee and City Council. The demolition of buildings listed on the National Register of Historic Places shall also require Section 106 Consultation and NEPA Review. If the project is approved, the applicant shall be required to implement the following mitigation measures prior to the issuance of demolition and building permits:
  - The applicant shall submit at least one of the following:
    - A written and signed statement by a certified structural engineer stating that the building is structurally unsound and cannot be successfully stabilized and relocated.
    - A written statement describing the applicant's good-faith attempt to sell and/or donate the building to someone interested in relocating and preserving it, such as the City, a non-profit organization, or private property owners.
  - The building shall be documented by architectural drawings, photographs, and a written history that is consistent with Historic American Buildings Survey (HABS) standards.
  - A plan for salvaging significant historic features of the building, such as building components, equipment, or machinery, shall be developed and approved by the City Council. The salvaged features may be donated to the City of Mesquite, a history museum, a school or university, or a local non-profit organization.
- B. If a historic building is demolished, the redevelopment of the property comply with applicable the standards for the underlying frontage zone (refer to Figure 2-1, Regulating Plan).

### Historic Building Overlay (Continued)

#### Allowed Uses \*

- A. All Floors      Retail, Food Service, Service, Office, Civic, Residential, Outdoor Dining, Dining/Entertainment, Cultural, Entertainment, Lodging (CUP)

\* Notes: Uses that are followed by “(CUP)” require a Conditional Use Permit. See Section 11 (Definitions) for detailed descriptions of allowed and prohibited uses.



## Town Wash Overlay

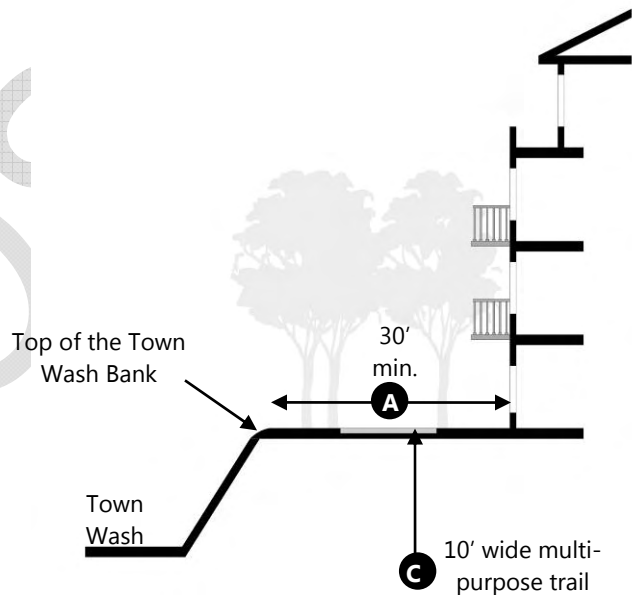
All properties that are located adjacent to the Town Wash shall also be designed with standards provided below

### Required Building Placement

- A. Setbacks Buildings shall be located at least 30' from the top of the Town Wash bank.
- B. Build-to-Zone (BTZ): Along Town Wash There is no specific BTZ along the Town Wash. However, to create a strong relationship between the Town Wash and adjacent buildings, surface parking lots, driveways, fences, walls, and hedges over 40" in height shall be prohibited between the Town Wash and the adjacent buildings on the property.

### Pedestrian Circulation

- C. Multi-purpose Trail A multi-purpose trail shall be constructed within the Town Wash setback. The trail shall be at least 10' wide. Trees shall be planted at irregular intervals along both sides of the trail at an average spacing of one tree per 25 linear feet of the trail.
- D. Pedestrian Access Pedestrian walkways shall be provided to connect the multi-purpose trail to building entrances on the property.





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## 3 | PARKING STANDARDS

### On-Street Parking Requirements

- A. On-street parking spaces shall be provided based on the specific street section (see Section 8: Streets) and any constraints, such as curb cuts and sight distances at intersections.

### On-Site Parking Requirements

- A. There are no specific on-site (off-street) parking requirements for properties within the Downtown Redevelopment Area. If a property owner decides to provide on-site parking, the dimensions of the parking lot shall be designed pursuant to Section 9-8-5 of the Unified Development Code. Decorative pavement is allowed to minimize the visual impacts of parking.
- B. On-site parking options allowed in Downtown Mesquite include surface parking lots, tuck-under parking spaces, above ground parking structures, underground parking structures, and podium parking. Requirements for each parking option are provided on the following pages.

### Public Parking Management

- A. At least one parking demand survey shall be conducted annually and during special events to assess the public parking supply and demand in Downtown, to determine if new parking facilities or management strategies are needed, and to assess the affects of spillover into areas outside of Downtown.
- B. Once the public parking demand survey shows that peak public parking demand for Downtown has reached 65%, a public parking pricing strategy must be explored and implemented. This strategy shall analyze the costs and benefits of charging for on-street and off-street public parking, the latest technologies for parking fee collection and parking monitoring, necessary improvements to existing parking facilities and ancillary uses (i.e. signage, lighting, and landscaping), and expanded parking facilities.
- C. Annual fees collected from paid parking shall be used to fund public parking improvements, including the construction of public parking structures. Revenue bonds and other financing strategies may be used to finance such facilities.
- D. Interim public parking lots may be provided on properties within Downtown. Such interim parking lots do not have to be located to the rear of buildings per the standards in Section 3 (Parking Standards), but shall be used as a temporary lot to provide needed parking in the District while ultimately planned for a use and development permitted by and in accordance with this Code.
- E. Other parking lots on publicly-owned properties should be made accessible during non-business and non-event hours for use by Downtown visitors, customers, and residents. Other parking lots in Downtown are encouraged (but not required)

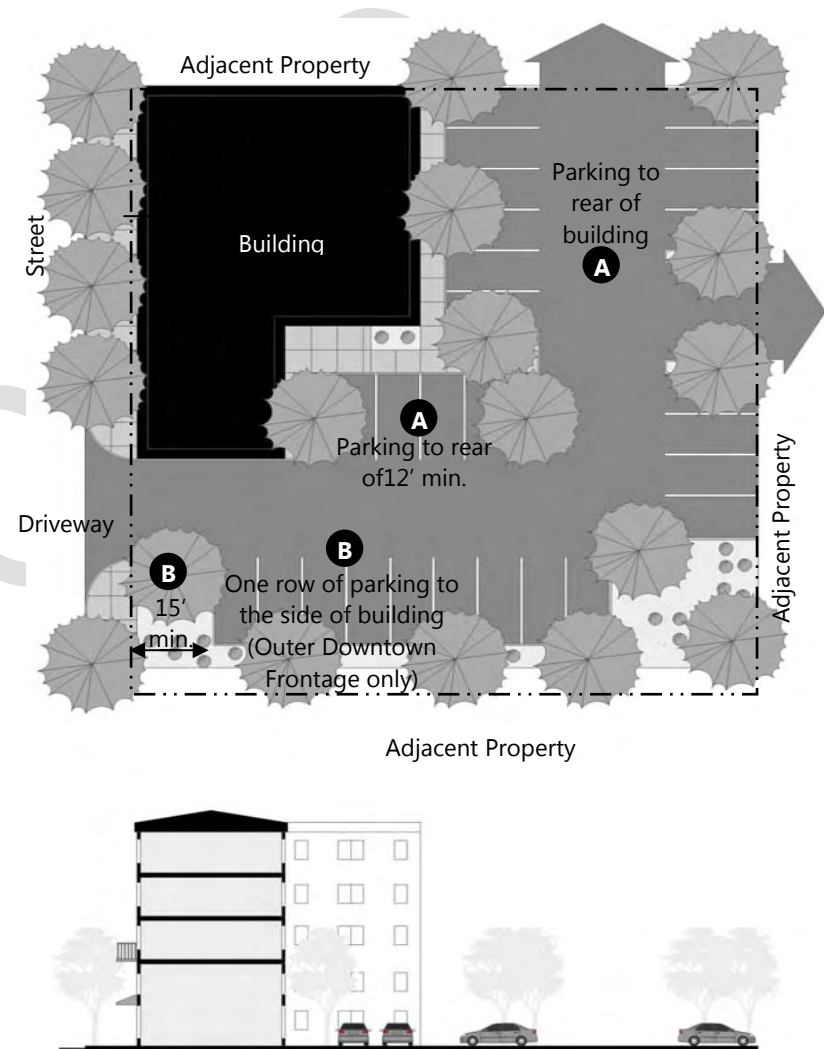
### 3 | PARKING STANDARDS

to be accessible to these users during non-business hours or during select hours based on the time of use.

PROPOSED

## Surface Parking Lot Requirements

- A. Surface parking lots are permitted to the rear of buildings that are placed along streets and public spaces. Surface parking is prohibited in front of these buildings.
- B. Within the Outer Downtown Frontage, one row of parking is permitted to the side of buildings that are placed along streets and public spaces. At least 15 feet of landscaping shall be provided between this parking row and the sidewalk. This landscaped setback shall include a combination of trees and medium- to low-lying landscaping, such as shrubs and groundcovers. The landscaped area may also incorporate walls or fences that are no greater than 40 inches in height.
- C. Surface parking lots shall include trees throughout to provide shade and relief from the sun. One shade tree shall be provided for every four parking spaces. Shade trees may be planted in individual planters (including diamond-shaped planters placed between parking spaces), consolidated planters, bio-swales, or in a sidewalk adjacent to the parking space. Palm trees shall not be used for shade in parking lots.
- D. To minimize stormwater runoff and improve the appearance of parking lots, parking lots should be paved with semi-permeable or semi-pervious surfaces, such as pavers, turf-block, and/or permeable/pervious paving.
- E. Carports are encouraged (but not required) within surface parking lots to provide additional shade for cars.
- F. Solar power collectors are encouraged (but not required) within surface parking lots to generate clean energy for buildings.

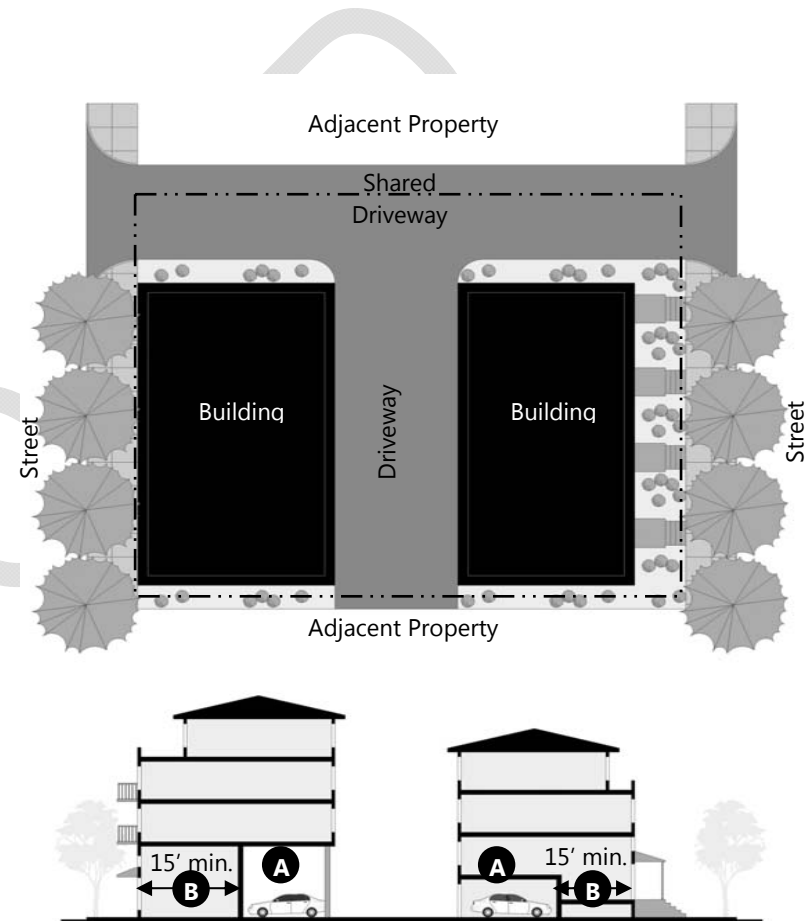


#### Tuck-Under Parking Space Requirements

- A. Tuck-under parking spaces are surface parking spaces located under the upper floors of a building. Tuck-under parking spaces are prohibited along facades that are adjacent to streets, the Town Wash, and all public spaces.
- B. At least 15 feet of ground floor building space shall be provided between the parking area and facades that are built along streets, the Town Wash, and public spaces.
- C. Tuck-under parking spaces may be open or enclosed by garage doors.
- D. Landscaping is encouraged (but not required) between tuck-under parking spaces. If provided, landscaping in the form of vines, groundcovers, small shrubs, and/or narrow and smaller-scale trees should be used.



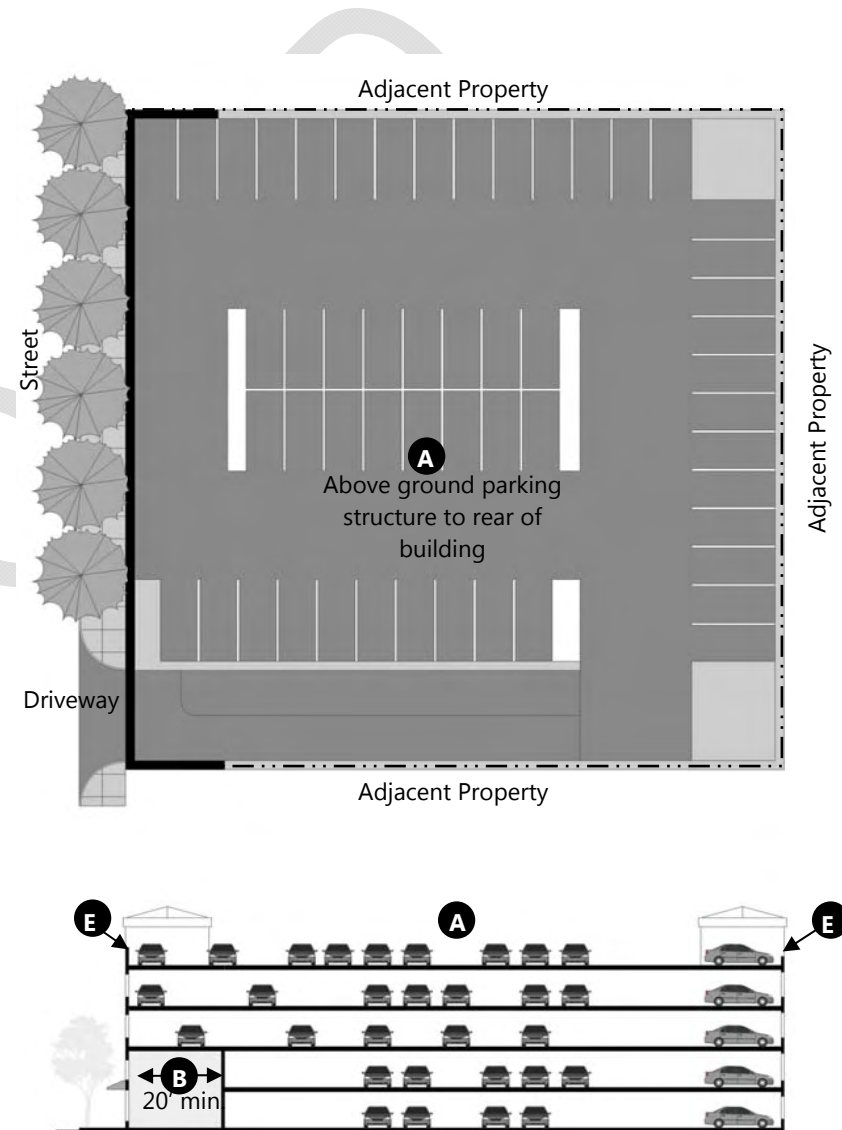
Examples of tuck-under spaces with garage doors (above) and open spaces (right)



### Above Ground Parking Structure Requirements

The standards below apply to all properties within Downtown, with the exception of properties within the Central Plaza Block (See Figure 2-1). Standards for parking structures within the Central Plaza Block are provided on the following page.

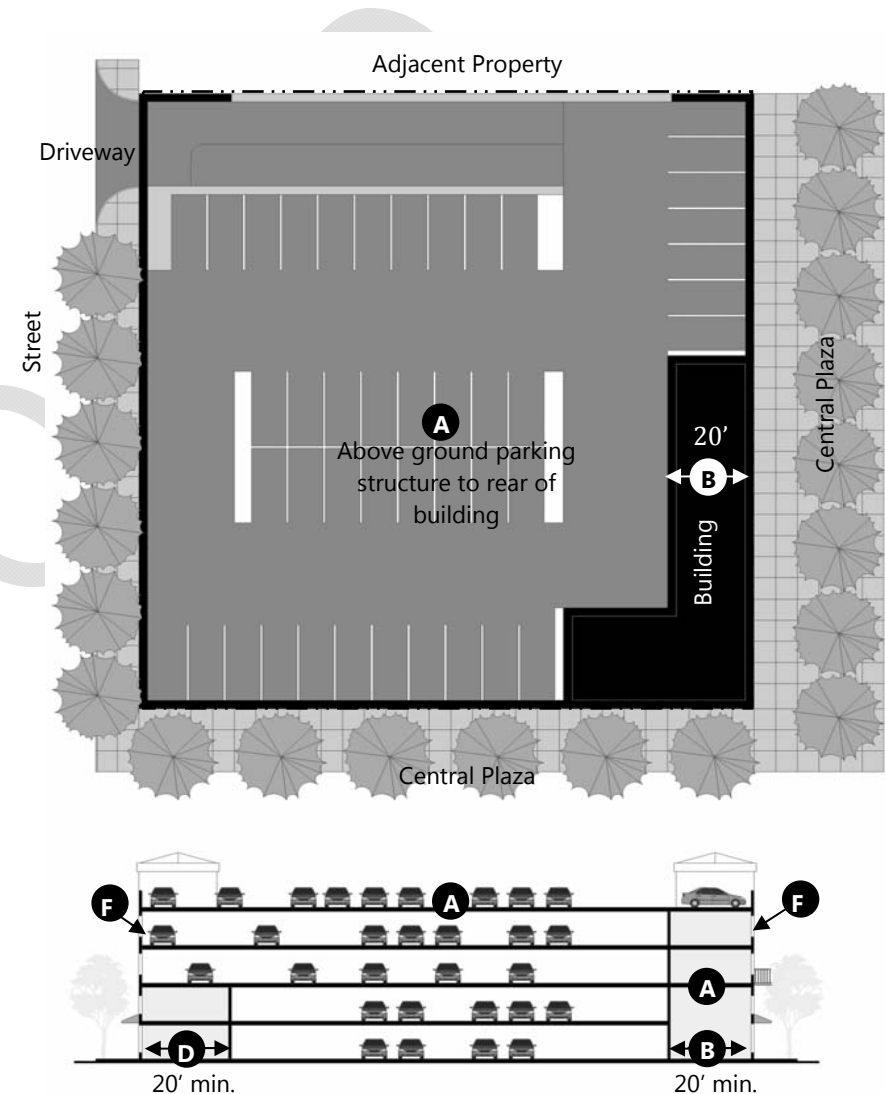
- A. Above ground parking structures are allowed on the entire site (excluding required setbacks) if they contain storefronts or live-work fronts on the ground floor of all facades that are adjacent to a street.
- B. If a parking structure is constructed along the Central Paseo, the ground floor of the facade along the Paseo shall also contain storefronts or live-work fronts.
- C. The minimum depth of the required storefronts or live-work units on the ground floor shall be 20 feet.
- D. All parking structure facades that are adjacent to a street, the Central Paseo, and the Town Wash shall be designed to comply with the Parking Structure Facade Standards in Section 5 (Architectural Standards).
- E. The parking structure shall include a parapet, roof, planter with vegetation, or other architectural feature at the roofline to screen views of parked vehicles from streets and public spaces.



### Above Ground Parking Structure Requirements for the Central Plaza Block

The standards below apply to parking structures constructed within the Central Plaza Block (see Figure 2-1). All other parking structures shall be designed to comply with the standards on the previous page.

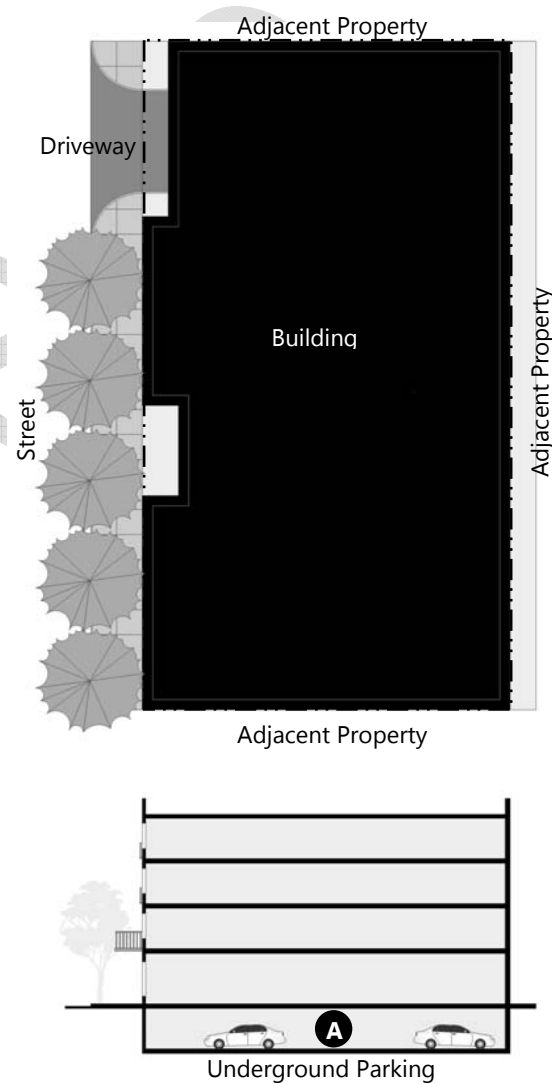
- A. A building with interior uses on the ground floor and upper floors is required between the Central Plaza and the parking structure. Parking is allowed on the roof of this building if the building includes a parapet, roof, or other architectural feature at the roofline to screen views of parked vehicles from the Central Plaza and adjacent streets.
- B. The minimum depth of the building placed between the parking structure and Central Plaza shall be 20 feet.
- C. Above ground parking structures that are constructed along a street shall contain storefronts or live-work fronts on the ground floor of all facades that are adjacent to the street.
- D. The minimum depth of the required storefronts or live-work units on the ground floor shall be 20 feet.
- E. All parking structure facades that are adjacent to a street shall be designed to comply with the Parking Structure Facade Standards in Section 5 (Architectural Standards).
- F. The parking structure shall include a parapet, roof, planter with landscaping, or other architectural feature at the roofline to screen views of parked vehicles from streets and public spaces.





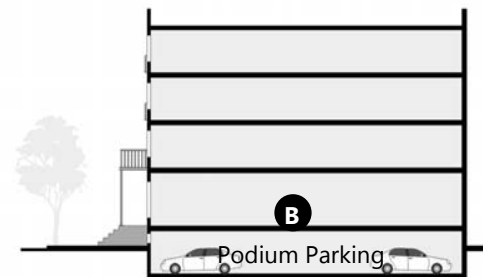
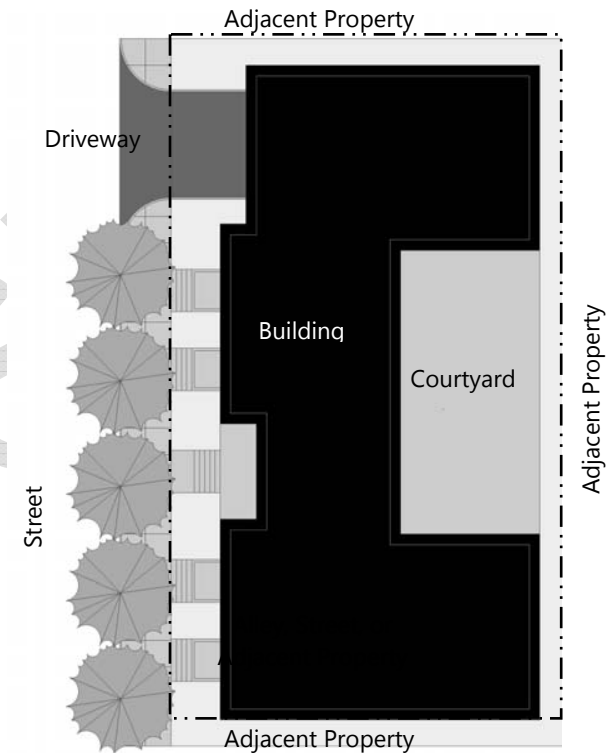
### Underground Parking Level Requirements

- A. Underground parking structures are permitted on all areas of the site with the exception of required building setbacks.
- B. With the exception of driveway entrance points, underground parking levels shall not be visible from streets, the Central Plaza, and the Central Paseo.



#### Podium Parking Requirements

- A. Podium parking is a level of parking that is located below the ground floor of the building, which is elevated above the grade of the site. Podium parking is only allowed on buildings where the ground floor may be elevated above the grade of the adjacent sidewalk.
- B. Podium parking levels may be visible from a street or a public space if they are designed to comply with the “Podium Parking” standards in Section 5 (Architectural Standards).

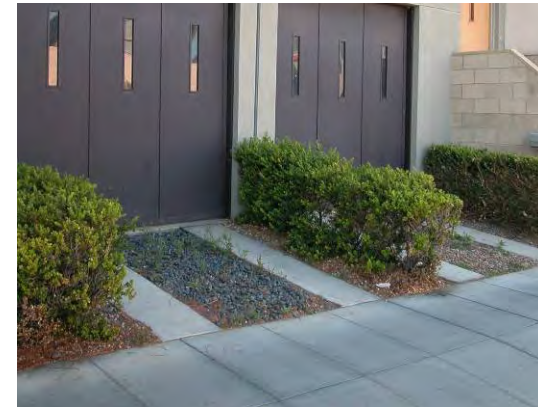


## Driveways

- A. Shared driveways that provide access to multiple properties on a block are encouraged to minimize curb-cuts and conflicts between vehicles and pedestrians on the sidewalk.
- B. Driveways that go through the building (or under the upper floors of the building) are encouraged to minimize breaks in the building wall along streets.
- C. Driveways shall have a maximum width of 26 feet for two-way vehicular movement.
- D. Driveways may incorporate semi-permeable and semi-pervious surfaces such as pavers.
- E. One driveway is permitted for every 150 feet of street frontage. If a property has less than 150 feet of street frontage, one driveway is allowed.



Example of a driveway that goes through a building (or under the upper floors of the building)



Examples of driveways with semi-permeable and semi-pervious surfaces



## 4 | FRONTAGE STANDARDS

### Storefronts

- A. At least 50 percent of the ground floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors). At least 20 percent of each upper floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors).
- B. Storefronts shall be recessed into the facade by at least 6 inches and may be recessed further to create outdoor dining areas.
- C. Storefront entrances and/or entrances to upper floor uses (if provided) shall be provided at an average ratio of at least one entrance per 40 feet of the facade's width (excluding openings for driveways and pedestrian cut-thrus or covered walkways).
- D. If the facade is located within 2 feet of a sidewalk, at least 75 percent of the facade's width shall contain projecting elements that create shade for pedestrians, such as awnings, marquees, window shades and trellises, and second floor balconies. These projecting elements shall project at least 60 inches from the facade. At least 8 feet of vertical clearance is required between the adjacent sidewalk or walkway and the lowest point of the projecting element.
- E. To maintain visual access between pedestrians and interior activity within storefronts, mirrored, reflective, frosted, and/or tinted glass is prohibited on storefronts.

1. The facade's surface area shall be measured by multiplying the facade width (excluding ground floor openings for driveways and pedestrian cut-thrus or covered walkways) by the floor's ceiling height.



Examples of storefronts



### Live-Work Fronts

- A. At least 40 percent of the ground floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors). At least 20 percent of each upper floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors).
- B. Private entrances to live-work units and/or entrances to upper floor uses (if provided) shall be provided at an average ratio of at least one entrance per 40 feet of the facade's width (excluding openings for driveways and pedestrian cut-thrus or covered walkways).
- C. If the facade is located within 2 feet of a sidewalk, at least 75 percent of the facade's width shall contain projecting elements that create shade for pedestrians, such as awnings, marquees, window shades and trellises, and second floor balconies. These projecting elements shall project at least 60 inches from the facade. At least 8 feet of vertical clearance is required between the adjacent sidewalk or walkway and the lowest point of the projecting element.
- D. Landscaped yards are prohibited along live-work fronts along Mesquite Boulevard and Sandhill Boulevard. If required or provided, setbacks between the building and property lines along Mesquite Boulevard and Sandhill Boulevard shall be paved as an extension of the public sidewalk. The color and paving pattern of the sidewalk within the setback shall be compatible with the color and paving pattern of the public sidewalk.
- E. If required or provided, setbacks between the building and property lines along streets (excluding Mesquite Boulevard and Sandhill Boulevard) shall contain a combination of landscaping and decorative paving materials. Fences, walls, and/or hedges are allowed to define a private yard for each live-work unit. These fences, walls, and hedges shall not exceed a height of 40 inches.

1. The facade's surface area shall be measured by multiplying the facade width (excluding ground floor openings for driveways and pedestrian cut-thrus or covered walkways) by the floor's ceiling height.

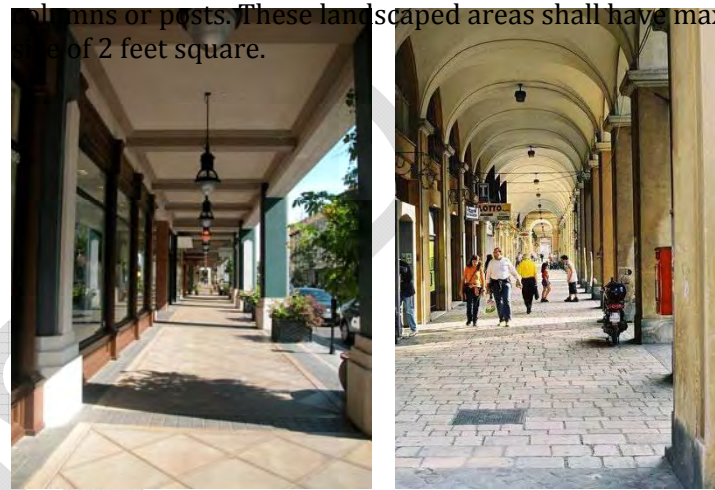


Examples of live-work fronts

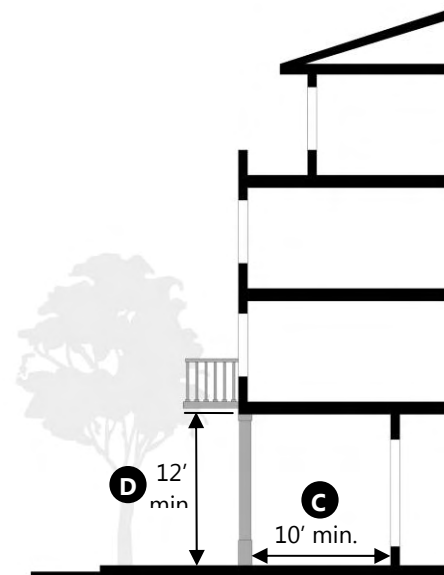
## Arcade Fronts

- A. At least 40 percent of the ground floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors). At least 20 percent of each upper floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors).
- B. Arcades are not allowed to project over sidewalks within the public right-of-way. An arcade shall be at least 10 feet deep (as measured from the building wall to the inside edge of support columns and posts). At least 12 feet of vertical clearance shall be provided between the ceiling of the arcade and the sidewalk or walkway. The width and depth of support columns and posts shall be 6 inches to 24 inches.
- C. Entrances to ground floor and upper floor uses (if provided) shall be provided at an average ratio of at least one entrance per 40 feet of the facade's width (excluding openings for driveways and pedestrian cut-thrus or covered walkways).
- D. Decorative lighting fixtures shall be provided within arcades to ensure proper nighttime lighting. Lighting fixtures may hang from the ceiling of the arcade, or be attached to the building facade or support column or post. At least 8 feet of vertical clearance shall be provided between the lowest point of the lighting fixture and the sidewalk or walkway.
- E. To maintain visual access between pedestrians and interior activity within storefronts, mirrored, reflective, frosted, and/or tinted glass is prohibited on arcade fronts.
- F. Landscaped yards are prohibited along arcade fronts. If required or provided, setbacks between the building and property line along a street shall be paved as an extension of the public sidewalk. The color and paving pattern of the sidewalk within the setback shall be compatible with the color and paving pattern of the public sidewalk. Small landscaped areas are allowed in the setback in front of the supporting

columns or posts. These landscaped areas shall have maximum area of 2 feet square.



Examples of appropriately designed arcade fronts



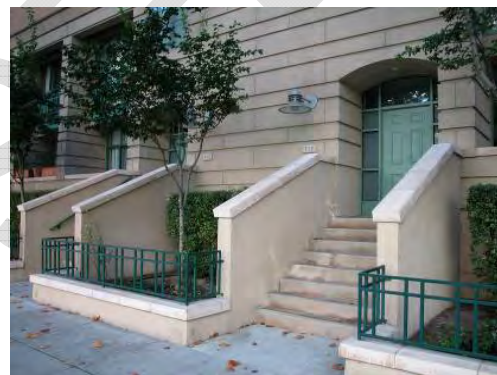
1. The facade's surface area shall be measured by multiplying the facade width (excluding ground floor openings for driveways and pedestrian cut-thrus or covered walkways) by the floor's ceiling height.

## Porch and Stoop Fronts

- A. At least 15 percent of the ground floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors). At least 20 percent of each upper floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors).
- B. The raised platform of porches and stoops are allowed within the build-to-zone, but are prohibited within setbacks. The stairs of the porch or stoop are allowed within the setback. Porches and stoops may also be recessed into the building.
- C. The raised platform of porches shall be covered with a roof, balcony, or enclosed habitable space and must be raised a minimum of 18 inches.
- D. Porches and stoops shall not be fully enclosed by permanent or temporary walls, windows, screens, or plastic/fabric materials.
- E. The raised platform of a porch (excluding stairs) shall be at least 48 square feet in size with no one dimension less than 6 feet in length.
- F. The raised platform of a stoop (excluding stairs) shall be at least 16 square feet in size with no dimension less than 4 feet in length.
- G. Porches and stoops (including railings, balustrades, columns, piers, posts, details, and roof covering) shall be designed with materials, colors, and details that are compatible with the style of the building and the materials used on the facade. Porches and stoops shall not have a tacked-on appearance or look like they were an addition or afterthought.
- H. Fences, walls, gates, and hedges that are located along this frontage shall not exceed a height of 40 inches.

1. The facade's surface area shall be measured by multiplying the facade width (excluding ground floor openings for driveways and pedestrian cut-thrus or covered walkways) by the floor's ceiling height.

- I. Raised planters are allowed between the sidewalk and building. The planter may be elevated a maximum of 30 inches above the elevation of the adjacent sidewalk. Planters that are designed to retain and filter stormwater runoff from the roof are encouraged (but not required).



Examples of porches and stoops



## Residential Fronts

- A. At least 15 percent of the ground floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors). At least 20 percent of each upper floor facade's surface area<sup>1</sup> shall consist of windows (including glass on doors).
- B. Both common entrances to lobbies or interior courtyards and private entrances to units on the ground floor are allowed along this frontage.
- C. Fences, walls, and hedges that are located along this frontage shall not exceed a height of 40 inches.
- D. Raised planters are allowed between the sidewalk and the building. The planter must be elevated a maximum of 30 inches above the elevation of the adjacent sidewalk. Planters that are designed to retain and filter stormwater runoff from the roof are encouraged (but not required).



Examples of Residential Fronts

1. The facade's surface area shall be measured by multiplying the facade width (excluding ground floor openings for driveways and pedestrian cut-thrus or covered walkways) by the floor's ceiling height.

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PROPOSED



## 5 | ARCHITECTURAL STANDARDS

### Building Facades (General)

- A. All building facades shall be designed with similar architectural elements, materials, and colors as the front facade. However, the design of side and rear facades may be simpler, more casual, and more utilitarian in nature (but not flat and devoid of articulation).
- B. External stairways going to the upper floors of a building (not including stairs to porches and stoops) and external hallways are prohibited along facades that front streets and the Central Plaza.



Appropriate relationship between front, side, and rear facades on a mixed-use building

### Facade Articulation

A. Facades along streets, the Town Wash, the Central Plaza, and the Central Paseo shall be articulated to improve design quality. Appropriate articulation methods include, but are not limited to:

- Changing the direction of the wall or facade;
- Stepping back an upper floor facade;
- Altering the height of the building or roofline;
- Adding depth and detail to the cornice or roof parapet;
- Providing overhanging roof eaves that create depth and cast shadows;
- Breaking up large smooth surfaces with expansion joints, expression lines, reveals, or changes in texture and color;
- Dividing large window openings by using smaller window panes;
- Providing projecting elements, such as shade structures, porches, stoops, bay windows, and balconies;
- Recessing storefronts, building entrances, and windows into the facade to create depth and cast shadows;
- Providing stylized windows and doors;
- Creating a defined base for the building;
- Providing three-dimensional expression lines (vertical and horizontal) between the floors of the structure and around storefronts and window openings; and
- Using more than one material, texture, or color to break up the mass of the facade.

At least five of the above methods are required to meet this standard.



## Parking Structure Facades

- A. Parking structure facades that are located along a street, the Town Wash, or the Central Paseo shall be designed to look like a downtown “Main Street” building rather than a parking structure. The following design techniques shall be implemented to achieve this standard:
- Parking structures shall be designed with a facade that conceals parking decks, ramps, and parked vehicles. The facade shall be articulated to include expansion joints, expression lines, cornices, reveals, architectural details, and changes in material and color.
  - Parking structure facades shall be designed with regularly spaced window openings. Metal frames shall be used in window opening to provide articulation and vertical orientation to the openings.
  - Lighting provided within a parking structure shall be located, directed, and shielded to prevent off-site glare. Lighting fixtures on the top parking deck shall be screened from view and not visible from the street or public spaces.



Examples of appropriately designed parking structure facades



Examples of inappropriate parking structure facades

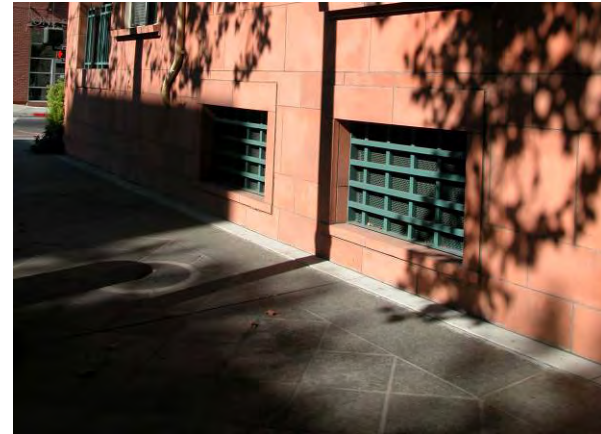


### Podium Parking Facades

- A. Podium parking facades shall consist of a solid wall surface that has a compatible design with the rest of the building facade. Podium parking facades that do not contain a solid surface are prohibited.
- B. Window openings are allowed on the podium parking facade to provide ventilation and light to the podium parking level. Window openings shall not exceed 3 feet in height and 4 feet in width. Window openings shall contain decorative metal screens (excluding chain link fencing).
- C. Other methods of screening views of podium parking levels include:
  - Placing landscaping and raised planters between the podium parking facade and the sidewalk; and
  - Designing the building porches and stoops that are located between the podium parking facade and the sidewalk.



Example of podium parking facade without a solid surface (prohibited)



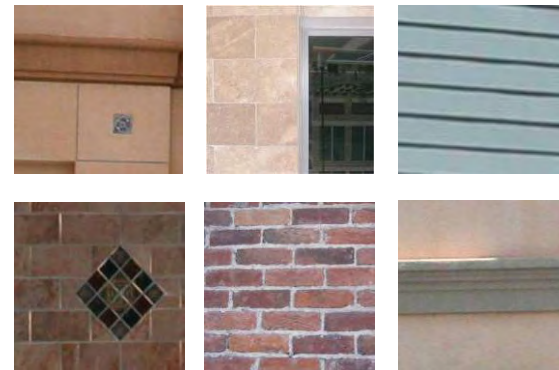
Examples of podium parking facades with compatible solid surfaces and metal screens for partially underground podium parking

## Building Materials

A. The following building materials are allowed on building facades:

- Plaster, stucco, and adobe;
- Slump stone, quarried stone, sandstone, and river rock;
- Weathered steel;
- Wood siding (as an accent material)
- Glass windows;
- Stone and brick masonry and wall veneers (as an accent material and for use along building bases);
- Insulated concrete forms (fiber-cement block systems, plank or panel wall forms, and precast autoclaved aerated concrete);
- Steel beams and siding (profiled sheets or corrugated metal)
- Metal (copper, steel, and aluminum) or fiber-cement composite roofing materials
- Fiber-cement composite cladding and siding
- Heavy timber beams
- Composite window frames and sashes (vinyl clad/recycled wood fiber, aluminum clad/recycled wood fiber, and fiberglass composite)
- Solid wood doors (flush or panel), insulated steel doors, or glass doors with double pane, insulated glass.
- Textured or exposed aggregate concrete (as an accent material and for use along building bases);
- Ceramic tiles (as an accent material);

- Finished and painted wood posts and other accents;
  - Metal or wood posts, frames, and shade structures;
  - Wood, aluminum, steel, and composite frame and sashes for windows and doors;
  - Green building materials, including materials with recycled content, materials made from a resource efficient manufacturing process, locally-produced materials, salvaged or refurbished materials, and reusable materials; and
  - Other materials of similar quality and design as approved by the Planning and Redevelopment Agency Director.
- B. Finish materials used on all building facades shall be complementary to one another and appropriate for the architectural style and character of the building.



Examples of appropriate building materials



- C. The facades of detached garages and accessory buildings shall be designed with similar materials, colors, and details as the primary building on the site.
- D. Building materials used shall be durable and able to withstand long-term exposure to the sun, rain, and other environmental conditions of the City.

PROPOSED

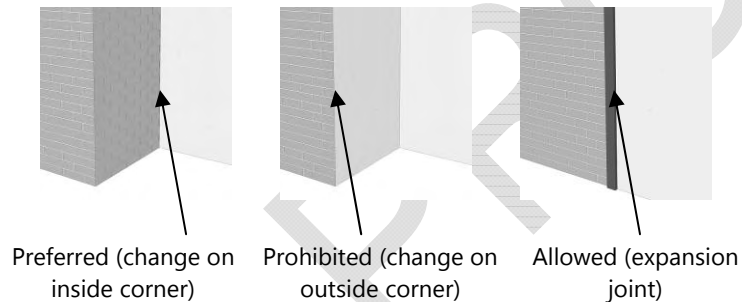
- E. If used, brick and stone veneer shall be mortared to give the appearance that they have a structural function.
- F. Stone and brick materials (including veneer) used on street-fronting facades shall wrap around outside building corners to an inside corner or to an expansion joint that is at least 10 feet from the outside corner. This standard is intended to minimize a veneer appearance and to give the appearance that the materials have a structural function.
- G. Bricks (including brick veneer) shall have a horizontal orientation to give the appearance that they have structural strength. However, bricks framing the top of arced windows may curve with the arc of the window. Bricks placed in a diagonal arrangement are prohibited along building facades.
- H. Changes in material shall occur when there is a change in the plane of the facade. The change in material shall occur on inside corners of the building. Changes that occur along the line of a single plane shall be divided by a pronounced expansion joint to define a clear separation. Changes in material shall not be allowed on an outside corner.



Example of materials that change on inside corners (preferred)



Examples of materials that change on outside corners (prohibited)



## Windows and Doors

- A. Windows shall have basic and simple shapes (such as rectangular, square, and semi-circular shape). Doors shall be rectangular in shape, but may include windows that are not rectangular.
- B. Window openings shall have a vertical orientation and proportion. Window openings with square or horizontal orientation are allowed, but only if the windows are divided into windowpanes with a vertical orientation.
- C. Windows and doors may be recessed into the wall surface for solar protection and to help articulate the facade and to create interesting shadow patterns.
- D. Windows (excluding transom or other accent windows) that open and close shall be used to encourage natural ventilation of the building and less dependence on energy to ventilate, heat, and cool the structure.
- E. If used, window and door shutters shall have a width that would enclose the entire window or door opening when the shutters are closed.



Examples of basic and simple window shapes (above) and appropriately designed doors (below)

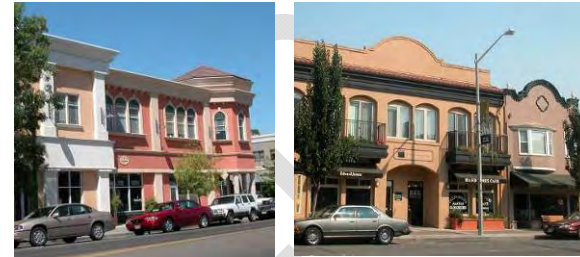


Examples of shutters that would cover the window if shut



## Building Colors

- A. Buildings shall be painted with muted and soft colors that are complementary to one another and appropriate for the architectural style and character of the building. Buildings should be painted with whites, creams, and/or earth tone colors.
- B. Bright and bold colors may be used as accents, to highlight key building features, and to add diversity to the building. Extensively bold, bright, fluorescent, and neon colors are discouraged.
- C. Building facades may have one or two main colors and up to three accent colors that compliment the main color(s) of the building.
- D. Painted building surfaces shall have a matte finish. Trim work may have a glossy finish.
- E. The natural colors of brick, stone, and rock materials shall be maintained. These materials shall not be painted or glazed.



Examples of appropriate colors



Examples of inappropriate colors



## Roofs

- A. A variety of roofing forms, slopes, details, and materials may be used on buildings within Downtown Mesquite, and shall be compatible with the overall style and character of the building.
- B. A compatible and relatively consistent roof design (including overhangs, pitch, materials, fascia, and eaves) should be provided on all sides of the building.
- C. All roofs shall be designed to prevent water damage and stains on building facades and to protect pedestrians from dripping water. If provided, gutters and downspouts shall drain directly into a cistern, landscaped area, retention or detention basin, bioswale, or storm drain system.
- D. Roof materials shall meet or exceed the Energy Star requirements for solar reflectance.
- E. Appropriate types of roof materials that are required on buildings include:
  - International Code Council (ICC) listed round tile, S-Tile, or Pantile in a reddish clay tile color;
  - Slate or fiber cement shingles;
  - Concrete shake;
  - Clay or concrete tile;
  - Standing seam or corrugated metal materials;
  - Composite roofing materials made of recycled natural fiber and/or recycled plastic; and
  - Tar, gravel, composition, or elastomeric roof materials are allowed on flat roofs that are concealed by a parapet, cornice, or other integrated design element.
- F. Roof overhangs may project up to 3 feet from facades and may encroach into the setback and over an adjacent sidewalk or walkway if a minimum of 8 feet of vertical clearance is maintained between the bottom of the overhang and the adjacent ground surface.
- G. If provided, pitched or mansard roofs shall have a minimum of 4/12 pitch.
- H. Green roofs and rooftop gardens are permitted to add landscaping, decrease the heat island effect of large expanses of flat roofs, and to reduce energy demand for heating and cooling buildings.
- I. Solar panels and small-scale wind turbines are allowed and encouraged on roofs.
- J. Mechanical equipment on roofs (excluding solar panels and small-scale wind turbines) shall be screened from public views from all sidewalks, walkways, and public spaces. Parapets, cornices, or other integrated design elements used to screen equipment shall be painted in an approved complimentary or matching color as the rest of the building facade.
- K. If provided, roof-mounted small-scale wind turbines may project an additional 10 feet above the maximum building height.



Examples of green roofs



## Shade Structures

- A. Shade structures include awnings, marquees, window shades (horizontal and vertical), and trellises.
- B. Awnings and marquees may project up to 6 feet from facades and may encroach into the setback and over the adjacent sidewalk or walkway if a minimum vertical clearance of 8 feet is provided between the bottom of the element and the adjacent ground surface.
- C. Window shades and trellises may project up to 4 feet from facades and may encroach into the setback and over the adjacent sidewalk or walkway if a minimum vertical clearance of 8 feet is provided between the bottom of the element and the adjacent ground surface. If provided over a projecting balcony, trellises may project up to 12 inches beyond the balcony edge.
- D. Valances (or front faces of awnings) shall not exceed 18 inches in height.
- E. Shade structures shall not cover storefront display windows, piers, columns, pilasters, architectural expression lines, or other details.
- F. Awnings and marquees may have signs (see Section 7: "Business Sign Standards").
- G. Shade structures shall be designed with materials, shapes, and colors that are compatible with the style, character, materials, and colors of the facade.
- H. All awnings on a building shall have a consistent size, shape, and placement pattern; however, awnings over primary building entrances may be larger and more pronounced than other awnings on the facade. Awnings on a building may have different colors and patterns to represent the different businesses in the building.
- I. Awnings shall have basic and simple color patterns, such as one solid color or a vertical striping pattern with two colors.

## 5 | ARCHITECTURAL STANDARDS

- J. Awnings shall be made of colorful canvas or fabric, metal, glass, tile, wood, and/or other materials that are complimentary to the facade and roofing materials. Awnings made of plastic and backlit awnings are prohibited.



Examples of appropriately designed shade structures

## Balconies

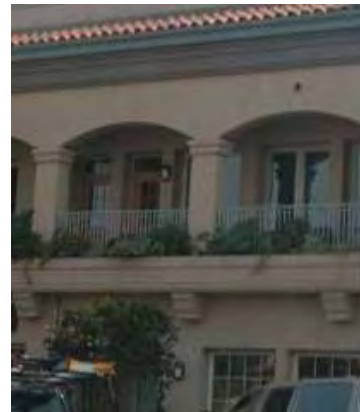
- A. Balconies may project from or be recessed into the facade. Balconies may project up to 6 feet from the facade and may encroach into the setback or over an adjacent sidewalk if a minimum vertical clearance of 8 feet is provided between the bottom of the balcony and the adjacent ground surface. Balconies shall not encroach into an adjacent property. Balconies that also serve as the roof of an arcade may project to the edge of the arcade.
- B. Balconies may be open or covered with a roof, upper story balcony, or shade structure.
- C. The outside edges of balconies shall include railings and/or walls. Railings shall have a minimum transparency of 50 percent and shall have a height of 40 inches to 44 inches. If provided, walls and other solid surfaces along the outside edges of balconies shall not exceed a height of 18 inches and shall include a railing above to maintain a combined height of 40 inches to 44 inches. Posts at the corners of the railing and/or wall may extend an additional 2 inches from the top of the railing/wall. Solid posts shall not exceed a width of 12 inches.
- D. Balconies (including railings, balustrades, columns, piers, posts, details, and roof covering) shall be designed with materials, colors, and details that are compatible with the style of the building and the materials used on the facade. Balconies shall not have a tacked-on appearance or look like it was an addition or afterthought.
- E. The distance between support columns, piers, or posts on balconies shall not exceed their height.



Example of a balcony covered by a window shade



Example of an open projecting balcony



Examples of balconies recessed into the facade



Example of a balcony covered by a roof overhang



## 6 | LANDSCAPING AND LIGHTING STANDARDS

### General Standards

- A. All areas of the site that do not contain a building, courtyard, patio, walkway, parking lot, or other paved surface shall be landscaped with a desert theme.
- B. Xeriscape (pronounced zeer'-ih-scape) is a water-smart landscape that includes colorful flowers, plants and trees. Xeriscape is a water-saving alternative to landscaping that primarily consists of grass. Xeriscape landscaping practices shall be used to create sustainable landscapes that minimize the use of water and maintenance costs. The following principles shall be implemented:
  - Discourage turf and grass areas: Grass and turf should only be used in areas where it provides functional benefits, such as recreation and play areas.
  - Use water efficient irrigation systems: An efficient, low-volume drip irrigation system shall be used to water trees, shrubs and groundcovers. Drip irrigation systems provide water directly to plant roots and minimize the loss of water to evaporation.
  - Use drought-resistant and low-water use plants: Drought-resistant plants minimize water demand. Appropriate plant materials that are allowed within landscaped areas are provided in a separate publication entitled "Southern Nevada Water Authority's Water Smart Landscapes Program Plant List."
- C. Landscaping features that are designed to retain and filter stormwater runoff from roofs, parking lots, courtyards, walkways, and other paved surfaces are encouraged. These features include bio-swales, rain gardens, underground cisterns, and roof gardens.



Examples of appropriate landscaped areas



### Private Outdoor Open Spaces

- A. Private or common outdoor open spaces shall be encouraged on all properties, but are not required. Outdoor open spaces include:
- Rooftop gardens and terraces (on roofs and/or stepbacks);
  - Outdoor dining areas (for sidewalk dining, see Section 8: Street Standards); and
  - Central courtyards, forecourts, paseos, and common yard space.
- B. Private outdoor open spaces may be designed with fences, walls, landscaping, and other similar features along the edges to provide a sense of enclosure.
- C. If provided, private outdoor open spaces shall be designed to enhance the site and/or building as a place for people to gather. Outdoor open spaces should include the following:
- Outdoor seating and/or dining areas;
  - Trash and recycle receptacles;
  - Freestanding and/or building-mounted shade structures;
  - A combination of paved surfaces and landscaping; and
  - Pedestrian-scaled lighting.
- D. Other amenities that encourage people to gather may be provided. Such amenities include, but are not limited to barbeque facilities, outdoor recreation equipment, outdoor fireplaces, stage areas for live performances, fountains and other water features, and public art.
- E. Private outdoor open spaces on adjacent sites or buildings may be combined to create larger spaces.



Examples of private outdoor spaces

## Fences, Walls, and Gates

- A. Fence and wall heights within yards along streets and public spaces are regulated by the applicable frontage standard (see Section 4: Frontage Standards). All other fences and walls shall have a height limit of 6 feet.
- B. The design of fences and walls shall be compatible with the architecture of the building on the site.
- C. Fences and walls shall have an articulated design. Articulation can be created by having regularly spaced posts, changing the height of the fence/wall, and by using different building materials at the base, posts, or the cap of the fence/wall. Flat walls and fences (excluding retaining walls) are prohibited.
- D. Landscaping may be incorporated into the design of fences, walls, and gates
- E. Fences, walls, and gates shall be made of one or more of the following materials:
  - Wrought iron;
  - Concrete masonry;
  - Natural stone or river rock;
  - Wood;
  - Brick; and
  - Other materials of similar quality, durability, and character to the above.
- F. Chain link, barbed wire, and razor wire fencing is prohibited.



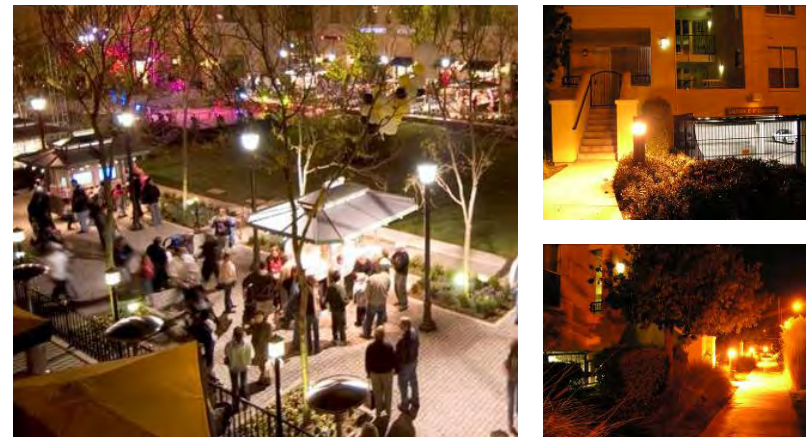
Examples of appropriate fences and walls



Examples of appropriate retaining walls (which also serve as seating)

### Lighting

- A. The following areas shall be illuminated at night to ensure the safety of users and to minimize opportunities for crime.
  - Sidewalks and walkways (including those covered by an arcade);
  - Courtyards, plazas, and outdoor seating areas;
  - Balconies, porches, stoops, and patios;
  - Surface parking lots and tuck-under parking spaces;
  - Parking structures and podium parking areas (including access points, elevators, and stairwells);
  - Automated teller machines (ATMs);
  - All entrances to buildings and units (including rear, side, and service entrances);
  - Trash/recycle disposal and service areas;
  - Alleys; and
  - Other areas that are routinely used by pedestrians.
- B. Flood lighting is prohibited on the exterior of buildings; however, uplighting and spotlights to highlight key building features (i.e. tower elements) may be used on building facades.
- C. Site, building, and sign lighting shall be located and directed to light the intended area of illumination and to prevent off-site glare impacts on adjacent buildings and properties.
- D. Over-lighting of buildings and sites shall be prevented to avoid creating an environment that feels like a prison-yard and ruining desired nighttime ambience.
- E. Pedestrian-scaled lighting is encouraged along sidewalks, walkways and within paseos, courtyards, and public spaces. Conventional “cobra head” style lighting is prohibited.
- F. Lighting poles and fixtures may have a decorative and/or ornamental design that complements the structures on site.
- G. Lighting within storefront windows shall be provided to showcase merchandise in the storefront, illuminate the sidewalk, and create a desirable nighttime ambience.
- H. Lighting shall be provided at regular intervals to prevent the creation of light and dark pockets. Dark pockets can create uncomfortable areas for pedestrians and provide opportunities for criminals to hide in dark shadows. Light pockets can create a “fish bowl” affect. Within the light pocket (or the “fish bowl”), pedestrians may be observed, but their ability to see outside of the light pocket is limited, which creates discomfort and insecurity.



Appropriate nighttime lighting that is evenly distributed



### Trash Enclosures, Equipment, and Storage

- A. The following items shall be screened from public views from streets, sidewalks, walkways, plazas, courtyards, and public spaces:
- Electric and water utility meters;
  - Power transformers and sectors;
  - Heating, ventilation, and cooling equipment;
  - Irrigation pumps;
  - Satellite dishes (wider than 18 inches in diameter);
  - Antennas;
  - Rooftop mechanical equipment; and
  - Other mechanical equipment.
- B. Appropriate screening methods include, but are not limited to:
- Fencing;
  - Building walls;
  - Landscaping;
  - Roof parapets; and
  - Equipment enclosures.
- C. The design of screening devices shall be compatible with the main structure and conform to other sections of this Code.
- D. All trash and recycle storage areas shall be provided within the building or within surface parking lots. If located outside, trash enclosures are required. Trash enclosures shall be constructed as per City of Mesquite standards (Section 4-2-2: Garbage Container Requirements of the Unified Development Code). Finish materials, colors, and architectural character (including gates) shall compliment materials used on the adjacent building facade.
- E. Common mailboxes shall be located in areas commonly used by pedestrians, such as near building entrances, inside buildings, and within plazas and courtyard.



Example of an appropriately designed trash enclosure

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PROPOSED



## 7 | BUSINESS SIGN STANDARDS

This section applies to permanent signs for commercial business, including retail, food service, service, office, live-work, lodging, entertainment, and cultural uses. All other signs not regulated by this code shall conform to Section 9-10 of the Unified Development Code. Where a conflict occurs between this Design-Based Code and the Unified Development Code for commercial businesses, the standards in this Code shall supercede the standards and regulations in the Unified Development Code.

All signs are subject to review and a sign permit as identified in the Unified Development Code Section 9-10. Existing signs that were established lawfully before this Design-Based Code was adopted shall be considered legal nonconforming signs. Sections 9-10-12 of the Unified Development Code shall be used to regulate legal nonconforming signs.

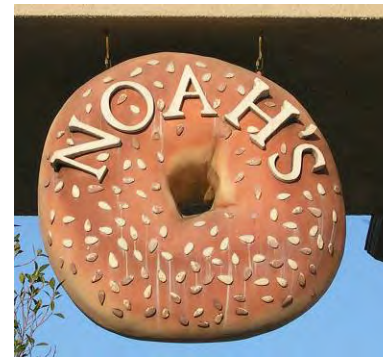
- A. In order to avoid sign clutter, signage shall only be allowed on facades that have building entrances.
- B. Buildings shall be designed with appropriate locations for signs. Signs shall not cover or obscure windows, doors, building entrances, cornices, columns, or other architectural elements or details.
- C. The gross area of all signs that are mounted parallel to a facade shall not exceed 15 percent of the total area of the facade.
- D. Signs shall be constructed of durable and weatherproof materials so that they will not discolor, fade, crack, rust, or erode. Signs shall be replaced and/or repaired as needed to maintain the integrity of the sign.
- E. Signs may show depth and cast shadows by mounting individually cut letters and symbols on the sign base or carving letters and symbols into the base of the sign.
- F. Sign materials and colors shall compliment the building facade. Basic and simple color applications shall be used. Vibrant and fluorescent colors are prohibited.
- G. The color of letters and symbols shall contrast the base or background color of the sign to maximize readability.
- H. Simple and easy-to-read typefaces should be used on signs. Hard-to-read and intricate typefaces are prohibited.
- I. Signs may use symbols, characters, or graphics that relate to the products sold in the business or to the name of the business.



Example of an easy to read sign



Example of a hard to read sign



Examples of signs that symbolize what is sold in the store

## 7 | BUSINESS SIGN STANDARDS

- J. Unless otherwise noted below, signs may be illuminated by neon lighting, external lighting fixtures, or by providing back-lighting behind individually mounted letters and symbols, and by internally illuminating individual sign letters and symbols. Internally illuminated box signs (signs where the sign background, letters, and symbols are illuminated) are prohibited.
- K. Sign lighting shall be directed and shielded to illuminate the sign and not to spill over to other parts of the building or site.
- L. No part of a sign shall project above the cornice, parapet, or eave of a building/roof, unless it is integral to the building architecture and is approved by the Planning and Redevelopment Agency Director.
- M. Existing signs deemed by the City to have historic significance shall not be removed or altered, except for restoration and preservation efforts.
- N. Signs are subject to review prior to the issuance of a permit.
- O. The following types of signs are allowed in Downtown Mesquite:
- Awning and Marquee Signs;
  - Storefront Signs;
  - Building/Primary Tenant Signs;
  - Window Signs;
  - Projecting Signs;
  - Plaque Signs; and
  - Monument Signs.

Design standards for these signs are provided as follows:



Backlighting behind individually mounted letters (permitted)



Internal illumination of symbols and letters but not the sign background (permitted)



Externally illuminated sign (permitted)



Internally illuminated box sign (prohibited)

P. Awning and Marquee Signs: Signs that are printed or mounted on an awning or marquee. The following standards apply to these signs:

- Awning and marquee signs are only allowed on building facades that are adjacent to a sidewalk or walkway.
- Signs shall only be allowed on the front face or valance of the awning or marquee.
- Lettering shall not exceed a height of 8 inches and symbols/logos shall not exceed a height of 12 inches.
- The width of the sign shall not exceed 80 percent of the width of the awning or marquee.



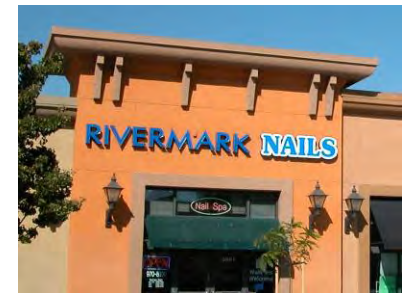
Example of an awning sign



Example of a marquee sign

Q. Storefront Signs: Horizontally oriented signs that are mounted on the facade above a building or storefront entrance. The following standards apply to these signs:

- Storefront signs shall not project out from the facade more than 12 inches.
- Storefront signs shall not exceed a height of 24 inches.
- Ground floor business within a building may have one or multiple storefront signs. However, the cumulative dimensions of all signs shall not exceed 15 percent of the total area of the facade.
- Storefront signs shall be placed in an area that is above the ground floor storefront windows and below the windows on the second floor.

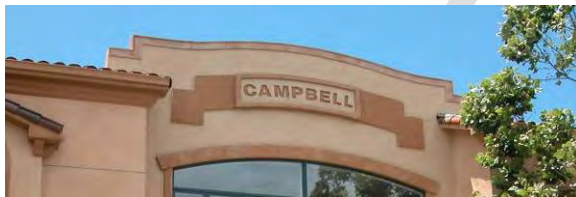


Examples of storefront signs

## 7 | BUSINESS SIGN STANDARDS

R. Building/Primary Tenant Signs: Horizontally oriented signs that are mounted above the windows of the top floor of the building. These signs are used to identify the name of the building or the primary tenant of the building. The following standards apply to these signs:

- Only one of sign is allowed per building.
- Building/primary tenant signs shall not project out from the facade more than 12 inches.
- Building/primary tenant signs shall not exceed a height of 36 inches.



Examples of building/primary tenant signs

S. Window Signs: Temporary or permanent signs that are placed on or within 18 inches of a window (including windows on doors). Window signs include posters for advertisements and sales, product merchandise posters, open and closed signs, and painted or etched business names and logos. The following standards apply to these signs:

- Window signs shall not occupy more than 25 percent of a window.
- Permanent window signs shall be created with permanent, fade resistant paint, gold-leaf lettering, or glass etching.
- In store lighting or an externally mounted light shall be used to illuminate window signs. The use of neon tubing shall be limited to "open" and "closed" signs.



Examples of window signs



T. Projecting Signs: Double-sided signs that project perpendicular to building facades and either hang from a mounted wall brace or from the ceiling of a balcony or arcade. The following standards apply to these signs:

- Wall-mounted projecting signs shall not project more than 3 feet from a facade.
- Projecting signs that hang from the ceiling of a shade structure, balcony, arcade shall be centered within the shade structure, balcony, arcade
- A minimum vertical clearance of 8 feet (as measured from the bottom of the projecting sign to the adjacent ground surface) shall be maintained.
- The maximum area of a projecting sign shall not exceed 10 square feet
- The top of a projecting signs shall be located below the windows on the second floor of the building.
- Projecting signs shall be mounted near storefront entrances.
- A maximum of one projecting sign is allowed for every storefront entrance on the facade.
- Projecting signs shall be externally illuminated with neon or by a light mounted on the facade.



Examples of projecting signs

U. Plaque Signs: Signs that are attached flat against a building facade, generally at the eye level of pedestrians. Plaque signs may be used to identify an individual business, directory of multiple businesses, or menus. The following standards apply to these signs:

- Plaque signs shall not exceed a surface area of 6 square feet and shall not project out from the facade more than 2 inches.
- Directory signs shall only be located near building entrances.
- Only one individual business or directory sign is allowed for each storefront or lobby entrance. Up to two menu signs or menu boxes are allowed for each restaurant.
- Individual business and directory signs shall be externally illuminated. Menu boxes may be either internally or externally illuminated.



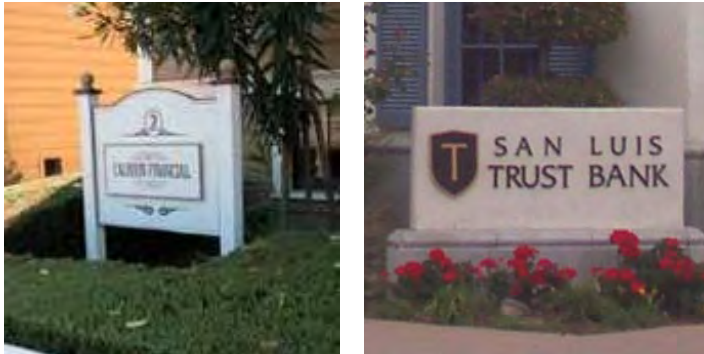
Examples of plaque signs



## 7 | BUSINESS SIGN STANDARDS

V. Monument Signs: A freestanding identification, advertising or business sign which is supported by a pole(s) or base having a combined width(s) greater than 2 feet which is mounted permanently in the ground. The following standards apply to these signs:

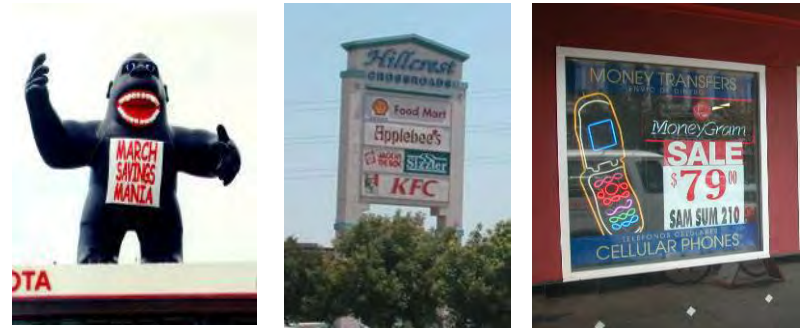
- Monument signs are allowed within setbacks that are not paved with a sidewalk and within courtyards.
- Monument signs shall not exceed a height of 48 inches.
- Maximum sign copy area shall not exceed 20 square feet.



Examples of monument signs

W. The following types of signs are prohibited in Downtown Mesquite:

- Pole mounted or “lollipop” signs;
- Billboards;
- Inflatable or windblown signs;
- Signs that produce smoke or sound;
- Signs with animated or moving characters;
- Window signs that occupy more than 50 percent of the window’s area;
- Changeable letter marquee signs (except for theaters, concert venues, and public facilities);
- Roof mounted signs; and
- Permanent sidewalk signs.



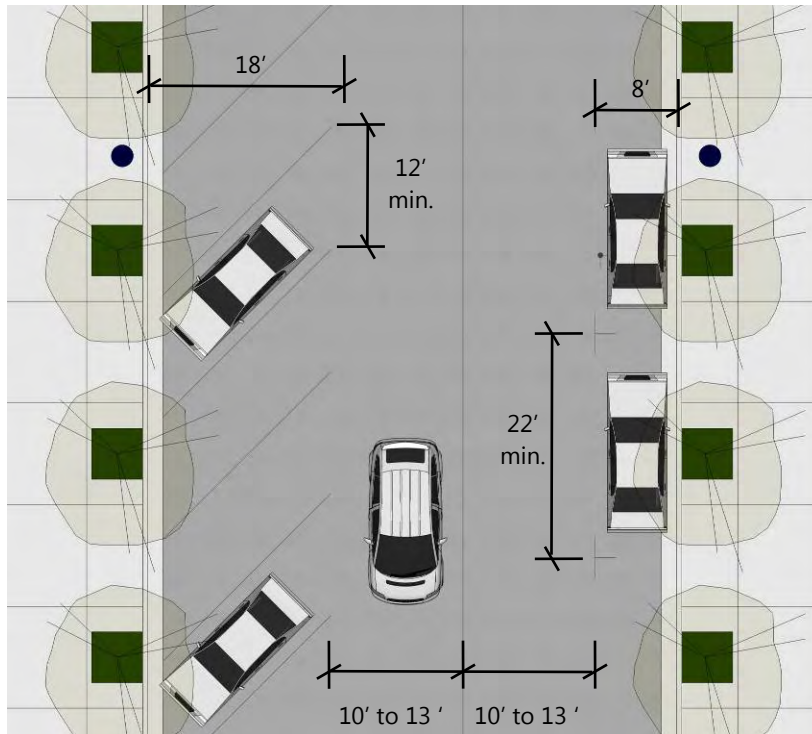
Examples of prohibited signs

## 8 | STREET STANDARDS

To create a more attractive and pedestrian-oriented environment, the existing streets in Downtown shall be improved consistent with the standards in this section. If constructed, new streets and extensions of existing streets shall comply with the standards in this section.

### General Streetscape Standards

- A. Streetscape improvements are anticipated to be constructed by the City of Mesquite. If a development precedes the City's streetscape improvement projects and the development project has over 100 feet of total street frontage, the project applicant shall be responsible for constructing the sidewalk (excluding bulbouts) and installing street trees, tree grates, and street lights along the property's frontage. All improvements shall be provided consistent with the applicable standards below.
- B. All new utility lines shall be located underground. If feasible, existing above-ground utility lines should be placed underground as properties throughout Downtown redevelop and adjacent street improvements are constructed.
- C. Travel lanes shall have a minimum width of 10 feet and a maximum width of 13 feet.
- D. On-street parking is intended to provide convenient customer and guest parking, help calm traffic, and provide a buffer between pedestrians on the sidewalks and moving vehicles in the travel lanes. On-street parking spaces shall be designed to comply with the standards below:
  - On-street angled parking shall be provided at a 45 degree angle. On-street angled spaces shall be 18 feet wide (as measured from the curb face) and shall have a stall width projection (the distance between parking spaces as measured parallel to the curb) of 12 feet.
  - On-street parallel spaces shall be 8 feet wide (measured from the curb face) and shall be at least 22 feet long.

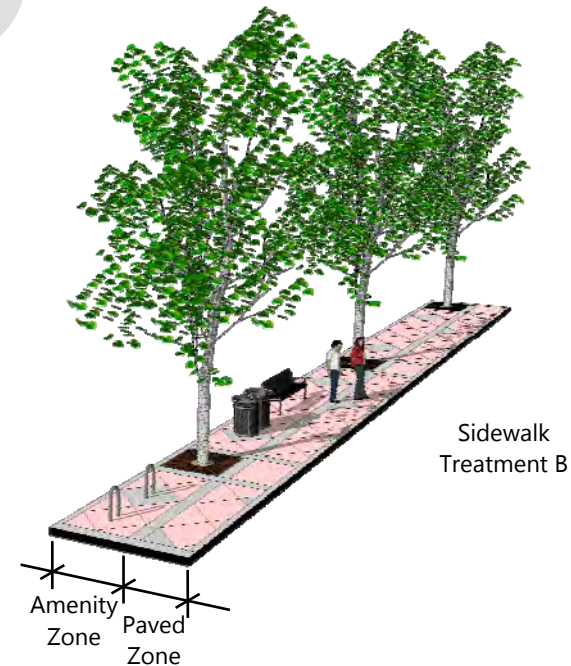
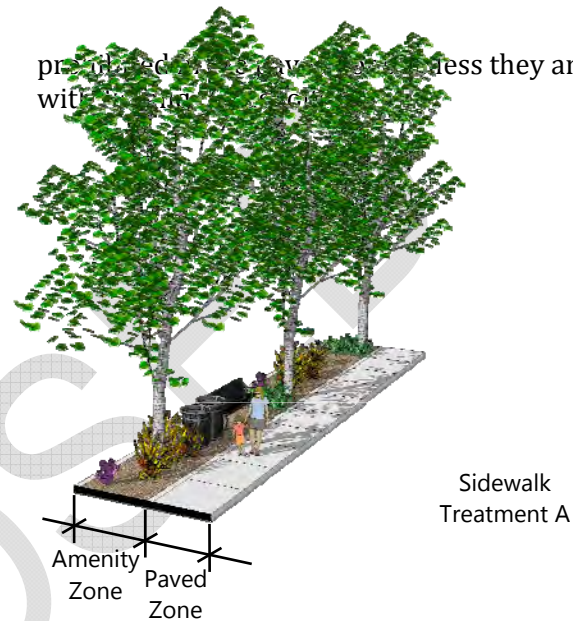


General travel lane and on-street parking configurations

## General Sidewalk Standards

- A. Existing sidewalks shall be improved to create a more pedestrian-friendly environment. All existing and new sidewalks shall comply with the following standards.
  - B. Sidewalks shall be divided into two zones: an amenity zone and a paved zone. The amenity zone shall be located adjacent to the street and the paved zone shall be located between the amenity zone and the property. Paved zones shall have a minimum width of 5 feet and amenity zones shall have a minimum width of 5 feet.
  - C. Street trees, streetlights, sidewalk amenities, and public utility equipment shall be located in the amenity zone.
  - D. Two types of sidewalk treatments are required within Downtown Mesquite:
    - Sidewalk Treatment A: Sidewalk Treatment A has a planter strip with decomposed granite and trees or aggregate rock with low lying ground cover, shrubs, and trees within the amenity zone. The paved zone contains a concrete sidewalk. The sidewalk is not enhanced with colored or decorative pavement.
    - Sidewalk Treatment B: Sidewalk Treatment B has an amenity zone and paved zone that is enhanced with colored concrete that matches the color and paving patterns that are currently on the sidewalks of Mesquite Boulevard. Metal tree grates that are flush to the sidewalk surface shall be used where trees are provided.
- The locations for each of the above sidewalk treatments are provided in the section below entitled “Street Sections”.
- E. Items that may block the path of pedestrians (i.e. sidewalk amenities, public art, outdoor dining, and planters) are

provided in the section below to ensure they are in compliance with the standards.



## 8 | STREET STANDARDS

F. Sidewalk amenities, public art, outdoor dining facilities (also see “G” on the following page), planters, and other items that may block the path of pedestrians shall only be permitted within the paved zone based on the following standards (as illustrated on the following pages), and the “Sidewalk Amenities” standards below:

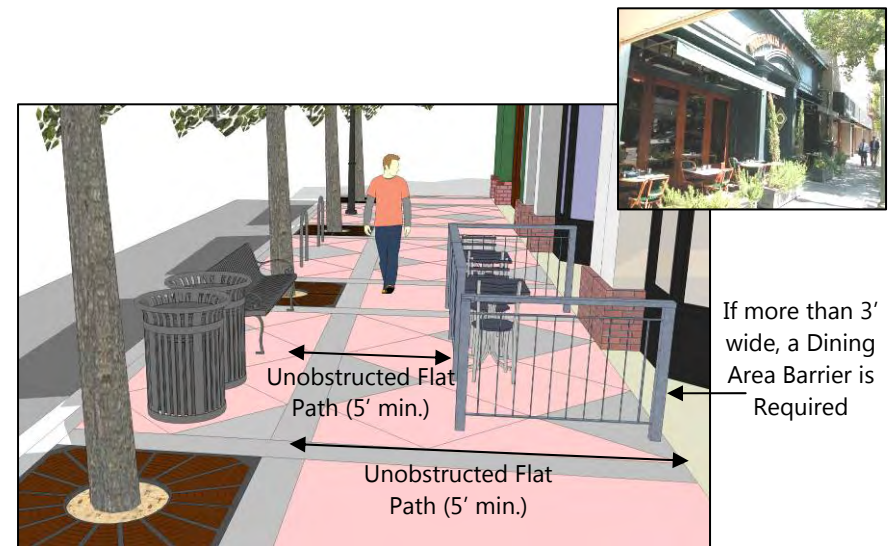
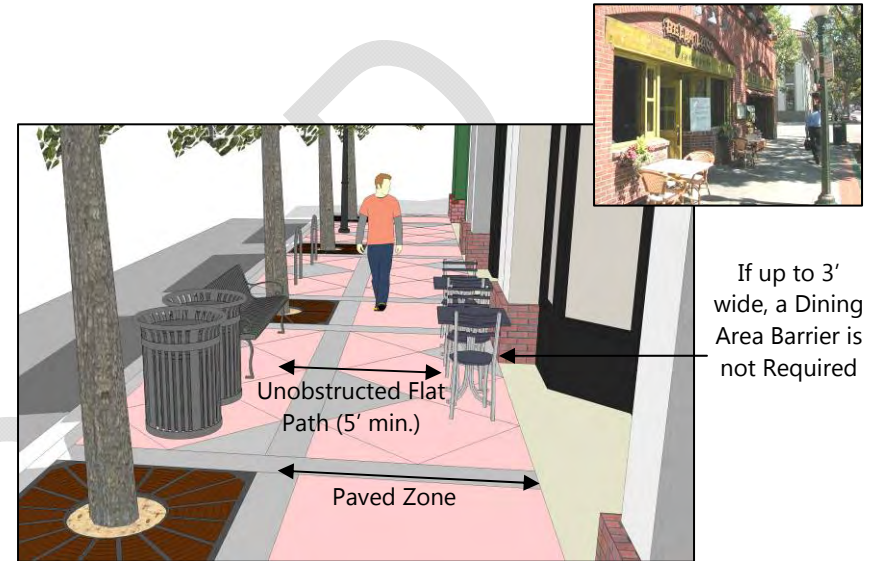
- The above items shall only be permitted in the paved zone if an unobstructed flat walking surface (sidewalk and/or tree grate) is maintained along the sidewalk. The unobstructed flat walking surface shall be at least 5 feet wide;
- Items placed within the paved zone shall not block a building entrance or path leading to a building entrance;
- Items placed within the paved zone shall not be permanently attached to the building or the sidewalk; and
- Items placed within the paved zone shall not block views into adjacent storefronts.





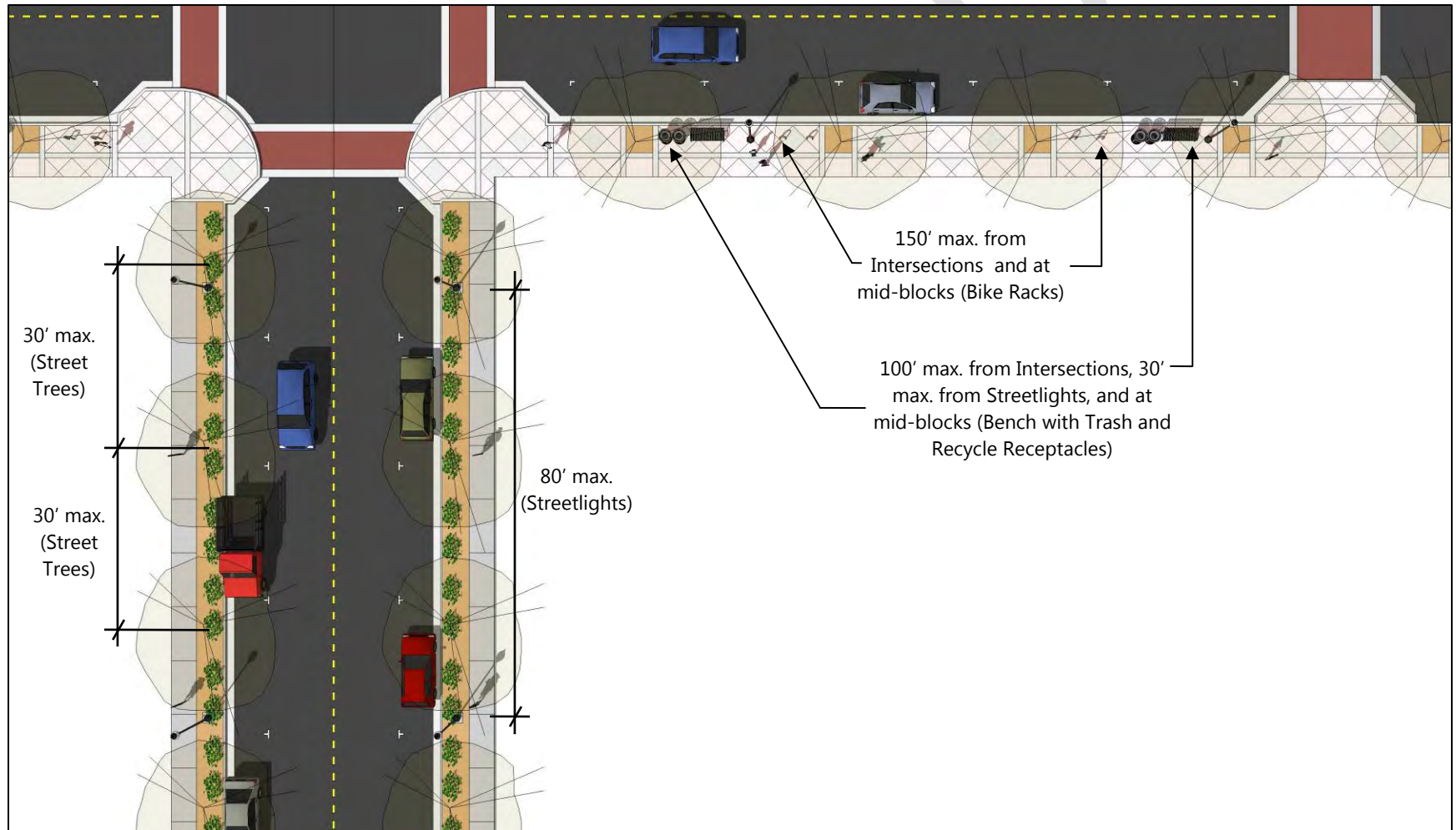
G. Outdoor dining shall require a use permit. Outdoor dining areas shall only be permitted within the paved zone based on the following standards and the graphics on the following pages:

- Outdoor dining areas must comply with the standards in “F” on the previous page;
- Outdoor dining is only allowed directly adjacent to the business serving the food/beverages;
- If an outdoor dining area occupies an area that extends more than 3 feet from the building facade, a dining area barrier shall be used to define the edges of the dining area. Dining area barriers shall be 36 to 42 inches tall. The dining area barrier may be a sectional freestanding metal or wood fence, freestanding posts connected by a rope or chain with a maximum diameter of 1 inch, or a group of planted pots or planter boxes that surround the dining area. Chain link fences and fences with fabric inserts are prohibited;
- Tables, chairs, umbrellas, trash/recycle receptacles, and outdoor heating devices (if approved by the Fire Department) may be located in outdoor dining areas. Service stations, bars, counters, shelves, racks, and sofas are prohibited in outdoor dining areas; and
- Umbrellas, outdoor heating devices, and other elevated/raised items shall maintain a vertical clearance of at least 7 feet.



### Sidewalk Amenities

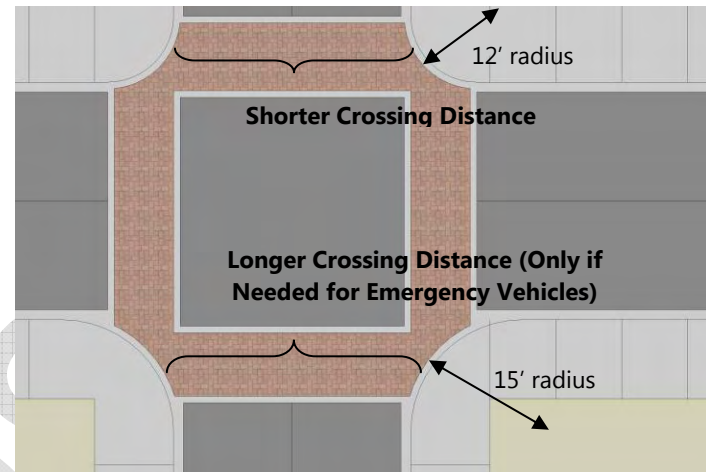
- A. Sidewalk amenities shall be provided in compliance with the following standards (as illustrated on the graphic on the following page), and the standards in the “General Sidewalk Standards” section. All sidewalk amenities shall be approved by the City of Mesquite Planning and Redevelopment Agency Director.
- B. Street trees shall be provided along all sidewalks to provide a canopy of shade over the sidewalk. Street trees along sidewalks shall be provided at intervals not to exceed 30 feet on center. This interval may only be modified for driveway curb cuts and to avoid conflicts with public utilities. The African Sumac shall be the primary street tree. The Southwest Chitalpa shall be used as an accent tree at street intersections and mid-block crossings.
- C. Root barriers are required for all street trees to protect sidewalks and curbs and gutters from root damage.
- D. Pedestrian-scaled streetlights shall be provided along all sidewalks at intervals not to exceed 80 feet. The pedestrian-scaled streetlights shall not exceed a height of 12 feet. If the design of the streetlight contains an extension arm, the arm shall be directed toward the sidewalk.
- E. A bench, trash receptacle, and recycle receptacle shall be provided in the amenity zone of the sidewalk within 100 feet of all street intersections and at the approximate mid-block of all streets. These items shall be grouped together and placed between two trees and within 30 feet of a streetlight.
- F. Bollards may be used along the edges of public spaces to help separate vehicular and pedestrian traffic, but are not required.
- G. An inverted “U” shaped bike rack shall be provided in the amenity zone of the sidewalk within 150 feet of all street intersections and at the approximate mid-block of all streets. Additional bike racks may be placed in the amenity zone of the sidewalk near public facilities (i.e. plazas, parks, or buildings such as City Hall).
- H. Drinking fountains, kiosks, and other sidewalk amenities may be used throughout Downtown. If used, these amenities shall be located in the amenity zone of sidewalks (or within plazas, parks, and other public spaces).



Layout of sidewalk Amenity Zone

### Intersections and Crosswalks

- A. To reduce the length of pedestrian crosswalks and the speed of turning vehicles at intersections, the curb radius at street intersections shall not exceed 12 feet unless necessary for emergency vehicle access.
- B. Crosswalks are required at all street intersections. Mid-block crosswalks are required for all street segments that surround the Central Plaza Block to provide convenient access to the Plaza entrances. Crosswalks shall be constructed of decorative pavement to clearly mark the pedestrian crossing zone and to help slow the speed of vehicles entering an intersection.
- C. Bulbouts (an extension of the sidewalk into the parking aisle) are encouraged at all crosswalks. Bulbouts shall be constructed with paving materials that are consistent with the adjacent sidewalk.



The turning radius of curbs shall not exceed 12 feet, unless necessary for emergency vehicles



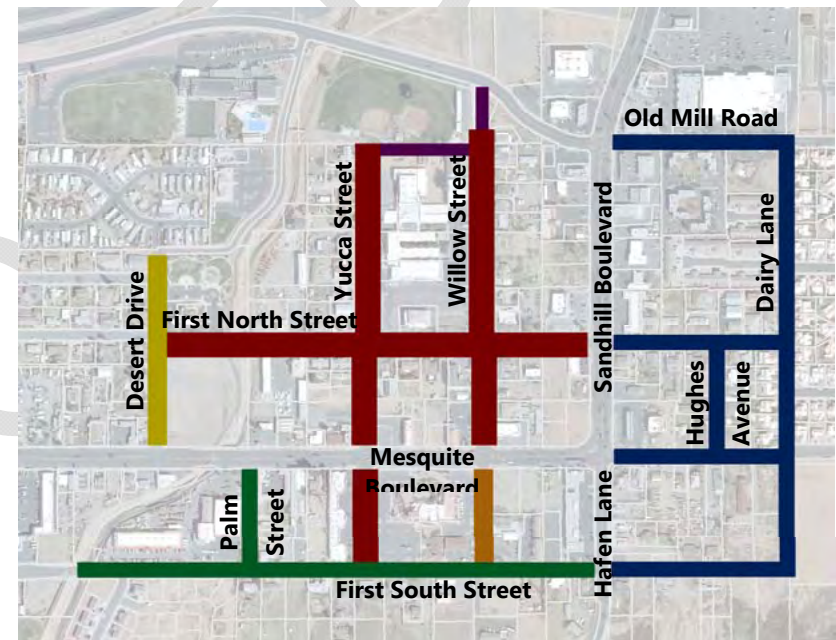
Bulbouts are extensions of sidewalks and are designed consistent with the adjacent sidewalk



## Street Sections

- A. All existing side streets within Downtown (Desert Drive, Palm Street, Yucca Street, Willow Street, First North Street, and First South Street) shall be improved consistent with the standards in “General Streetscape Standards” above and the specific standards based on the street type below. The following street types shall be used for new streets and improvements to existing streets in Downtown:
- Primary Side Street (80-Foot Right-of-Way)
  - Secondary Side Street A (60-Foot Right-of-Way)
  - Secondary Side Street B (60-Foot Right-of-Way)
  - Tertiary Side Street A (50-Foot Right-of-Way)
  - Tertiary Side Street B (50-Foot Right-of-Way)
  - Tertiary Side Street C (40-Foot Right-of-Way)
- B. Figure 5-1 (Street Type Locations) provides the locations for each of the above street types.
- C. If additional right-of-way is added to an existing street, the street shall comply with the standards for streets with the new (expanded) right-of-way dimensions.

Figure 5-1: Street Type Locations



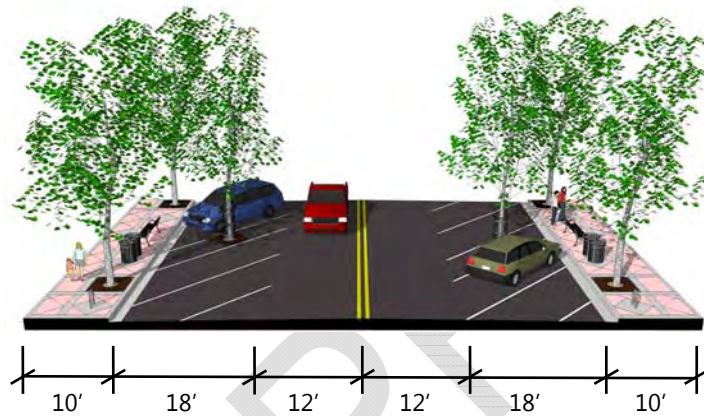
- Primary Side Street
- Secondary Side Street A
- Secondary Side Street B
- Tertiary Side Street A
- Tertiary Side Street B
- Tertiary Side Street C



## 8 | STREET STANDARDS

### Primary Side Street

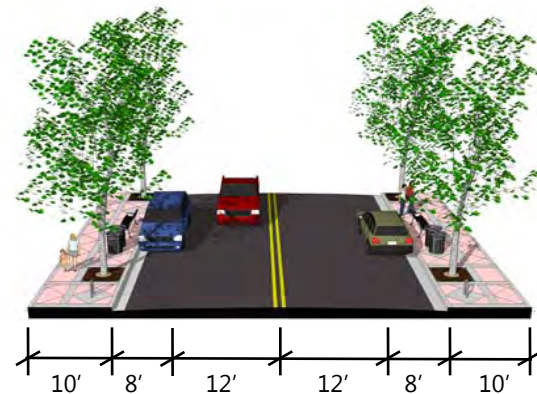
- A. Application: Yucca Street, Willow Street (north of Mesquite Boulevard), and First North Street (west of Sandhill Boulevard) shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: Angled parking on both sides of the street shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment B
- E. Right-of-Way: 80 feet.
- F. Travel Speed: 25 miles per hour.



Typical Street Section of Primary Side Street

### Secondary Side Street A

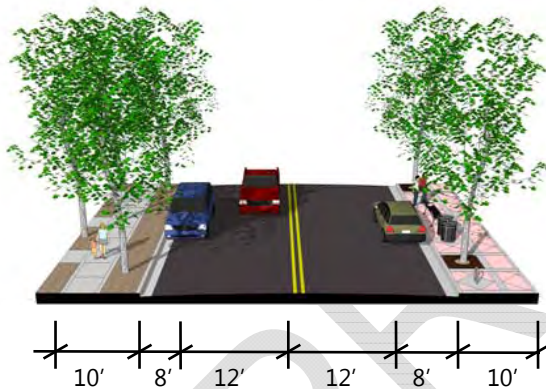
- A. Application: Willow Street (south of Mesquite Boulevard) shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: Parallel parking on both sides of the street shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment B
- E. Right-of-Way: 60 feet.
- F. Travel Speed: 25 miles per hour.



Typical Street Section of Secondary Side Street A

### Secondary Side Street B

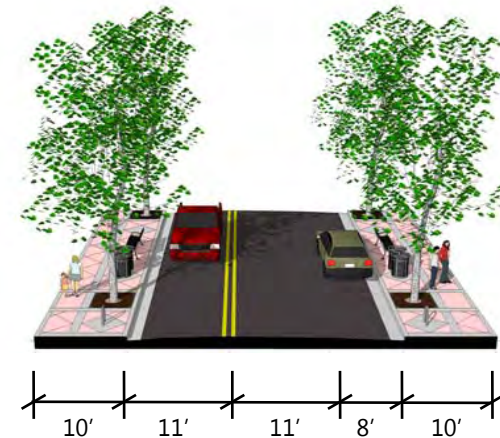
- A. Application: Desert Drive shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: Parallel parking on both sides of the street shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment A (west sidewalk) and Sidewalk Treatment B (east sidewalk)
- E. Right-of-Way: 60 feet.
- F. Travel Speed: 25 miles per hour.



Typical Street Section of Secondary Side Street B

### Tertiary Side Street A

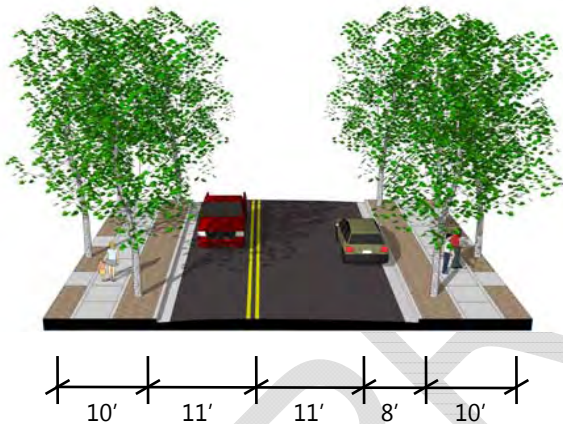
- A. Application: Palm Drive and First South Street (between the Town Wash and Hafen Lane) shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: Parallel parking on one side of the street shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment B
- E. Right-of-Way: 50 feet.
- F. Travel Speed: 25 miles per hour.



Typical Street Section of Tertiary Side Street A

### Tertiary Side Street B

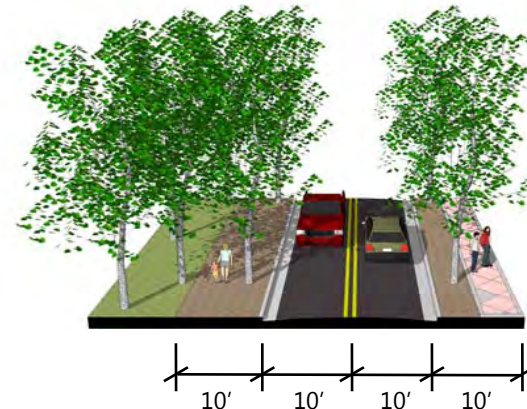
- A. Application: Hughes Avenue, Dairy Lane, Old Mill Road, First North Street (between Hafen Lane and Dairy Lane), and First South Street (between Hafen Lane and Dairy Lane) shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: Parallel parking on one side of the street shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment A
- E. Right-of-Way: 50 feet.
- F. Travel Speed: 25 miles per hour.



Typical Street Section of Tertiary Side Street B

### Tertiary Side Street C

- A. Application: Driveway connecting Yucca Street and Willow Street (north of First North Street) and Willow Street Extension to Old Mill Road shall be improved with this street configuration.
- B. Travel Lanes: One travel lane in each direction shall be provided.
- C. Parking: No on-street parking shall be provided.
- D. Sidewalk Treatment: Sidewalk Treatment A, Sidewalk Treatment B, or a combination of these sidewalk treatments
- E. Right-of-Way: 40 feet.
- F. Travel Speed: 20 miles per hour maximum.



Typical Street Section of Tertiary Side Street C

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PROPOSED





## 9 | PUBLIC SPACE STANDARDS

### Central Plaza

If provided, the Central Plaza should be located on the block bounded by First North Street, Willow Street, Mesquite Boulevard, and Yucca Street. The City shall work with property owners to establish one cohesive public plaza (instead of individual and/or disjointed plazas). The Central Plaza shall comply with the following standards.

- A. The Central Plaza shall be designed with a large central gathering area and connections to the mid-block areas of each of the bounding streets.
- B. The Central Plaza shall have a minimum area of 15,000 square feet and should be generally rectangular or circular with the pedestrian connections radiating outward toward the approximate mid-block of all surrounding streets.
- C. The connections shall have a minimum width of 25 feet to Mesquite Boulevard and 15 feet to all other streets. If amenities (i.e. benches or outdoor dining areas) are provided, a minimum clear walking surface of 8 feet shall be maintained.



Example of an appropriate design and set of amenities for the Central Plaza

D. The Plaza shall include the following amenities:

- Decorative paving materials;
- Pedestrian-scaled lighting (free-standing and/or building-mounted);
- Shade trees planted within tree grates, planters, or seat walls that also function as planters;
- Outdoor dining and/or seating areas that include benches, tables and chairs, and/or seat walls;
- Public art and fountains/interactive water features;
- Trash and recycling receptacles; and
- Free-standing and/or building-mounted shade structures, such as umbrellas, awnings, window shades, and trellises.



Example of an appropriate design and set of amenities for the Central Plaza

## 9 | PUBLIC SPACE STANDARDS

E. The Central Plaza may also include the following amenities:

- Educational and/or historical interpretive elements;
- Informational kiosks;
- Outdoor performance spaces;
- Small product and food vendors;
- Central tower, gazebo, or other gathering space;
- Games (i.e. tables with built-in chess boards or enlarged board games); and
- Concierge services.



Envisioned Central Plaza



Examples of interactive water features



## Central Paseo

If provided, the Central Paseo should be located on the block bounded by First North Street, Yucca Street, Mesquite Boulevard, and the Town Wash. The City shall work with property owners to establish one cohesive public paseo (instead of individual and/or disjointed paseos). The Central Paseo shall comply with the following standards.

- A. The Central Paseo shall provide a direct link between the Central Plaza (if provided) and the Town Wash trail. Additional links to streets or other points of interest may be provided.
- B. The Paseo shall have a minimum width of 25 feet. If amenities (i.e. benches or outdoor dining areas) are provided, a minimum clear walking surface of 10 feet shall be maintained.
- C. The Paseo shall include the following amenities:
  - Decorative paving materials;
  - Pedestrian-scaled lighting (free-standing and/or building-mounted);
  - Potted plants and other landscaping;
  - Outdoor dining and/or seating areas that include benches, tables and chairs, and/or seat walls;
  - Public art and educational/historical interpretive features;
  - Tower and/or other prominent features on buildings that line the Paseo;
  - Trash and recycling receptacles; and
  - Free-standing and/or building-mounted shade structures, such as umbrellas, awnings, window shades, and trellises.



Examples of appropriate designs and set of amenities for the Central Paseo

## 9 | PUBLIC SPACE STANDARDS

D. The Paseo may also include the following amenities:

- Shade trees planted within tree grates, planters, or seat walls that also function as planters;
- Fountains and interactive water features;
- Informational kiosks;
- Small product and food vendors;
- Games (i.e. tables with built-in chess boards or enlarged board games); and



Envisioned Central Paseo connecting the Central Plaza and Amphitheater



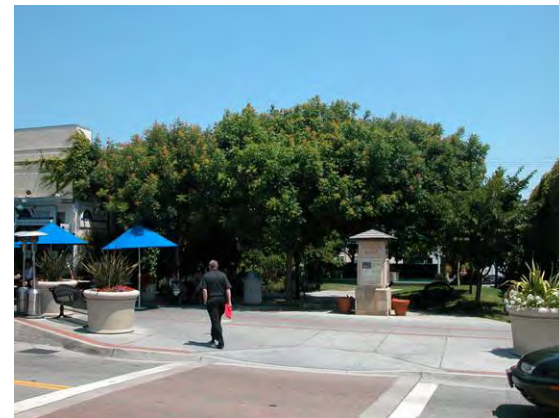
Example of an appropriate design and set of amenities for the Central Paseo

## Pocket Parks

Pocket parks are small park areas designed for active and/or passive recreation. If new pocket parks are developed in Downtown, they shall comply with the following standards.

- A. Pocket parks shall have a minimum area of 400 square feet with no dimension less than 15 feet.
- B. Pocket parks shall be located adjacent to a sidewalk or designed with a direct connection to a sidewalk.
- C. Pocket parks shall include a combination of hardscape (i.e. paving) and softscape (i.e. landscaping).
- D. Pocket parks shall include the following amenities:
  - Pedestrian-scaled lighting;
  - Shade trees;
  - Seating areas or benches;
  - Trash and recycle receptacles;
  - Drinking fountains; and
- E. Pocket parks may also include the following amenities:
  - Playground with play equipment (i.e. swings, slides, or teeter-totters) and/or games (i.e. tables with built-in chess boards, enlarged board games, tic-tac-toe, or lawn bowling courts).
  - Fountain and interactive water features;
  - Public art;
  - Educational and/or historical interpretive elements;
  - Shade structures (i.e. umbrellas or shade systems/screens for playground structures);
  - Picnic and/or outdoor seating areas;

- Grass area for informal play;
- Gazebo or other gathering space; and
- Garden space (i.e. rose garden or community garden plots).



Examples of pocket parks



## Amphitheater

Amphitheaters are outdoor performance areas that include a stage and seating area, which generally slopes up away from the stage. If an amphitheater is developed Downtown, it shall comply with the following standards.

- A. An amphitheater shall have a stage area and seating area that slopes up and away from the stage area. The seating area shall consist of terraced seating and a sloped lawn area above the terraced seating.
- B. An amphitheater shall include the following amenities:
  - Pedestrian-scaled lighting;
  - Lighting designed to illuminate the stage area and seating area;
  - Shade trees along the edges of the amphitheater; and
  - Walkways from the edges of the amphitheater that connect to nearby sidewalks, parking areas, trails, and adjacent development.
- C. An amphitheater may also include the following amenities:
  - Backdrop behind the stage area;
  - Shade screen or structure over the stage area;
  - Public art;
  - Educational and/or historical interpretive elements;
  - Informational kiosks;
  - Small product and food vendors; and
  - Ticketing area or box office.



Examples of amphitheaters

## 10 | ADMINISTRATION

### Severability

If any part or portion of this Design-Based Code is rendered or declared unconstitutional or invalid by a court of competent jurisdiction, such invalidation of such part or portion of this Design-Based Code shall not invalidate the remaining portions thereof, and they shall remain in full force and effect.

### Development Review Process

Project applicants that are required to or elect to utilize this Design-Based Code for projects in Downtown shall adhere to the necessary steps for the development application and review process:

#### Pre-Submittal Conference

The project applicant (i.e. developer, property owner, or other authorized representative) shall meet with the Mesquite Planning & Redevelopment Staff to discuss proposed plans and review submittal requirements. The project applicant may also meet with staff from other departments, as necessary, to address critical issues.

#### Application Submittal

After the pre-submittal conference, the project applicant will submit a completed project application to the City Planning and Redevelopment Department. The City Planning and Redevelopment Department will determine if the application is complete.

### Project Review

Once the application is deemed complete by the City Planning and Redevelopment Department, the Architectural Review Committee (Committee) will review the application packet to determine if it complies with the standards within this Design-Based Code. The Committee will review all proposed building, remodeling, and/or rehabilitation projects. They will provide a compliance determination to the Planning and Redevelopment Agency Director. The Planning and Redevelopment Agency Director has the ultimate authority in determining if the project complies with this Design-Based Code.

### Administrative Approval

If the project complies with all applicable standards within this Design-Based Code, as determined by the Planning and Redevelopment Agency Director, the project shall be approved administratively without a public hearing. Once approved, the applicant may apply for applicable permits from the Mesquite Building Department and Planning and Redevelopment Department.

### Public Hearings

All projects that require a Conditional Use Permit shall require a public hearing based on Section 9-5-3 (Conditional Use Approval) of the Unified Development Code.

### Amendments to the Design-Based Code

The City Council may amend this Design-Based Code, including text and figures, whenever the public necessity, convenience, or general welfare requires such amendment. The boundaries of the Commercial - Central Business District (CR-3) zone may also be expanded to include adjacent properties that are currently not within the CR-3 zone (as identified in Figure 2-1). Property owners may also request amendments to the Design-Based Code. Section 1-1-3 (Amendments) and 9-5-1 (Zoning Amendments) of the Unified Development Code shall regulate the procedures for amending this Design-Based Code.

### Fees and Costs

Each development application utilizing this Design-Based Code will be subject to certain fees. The fees will reimburse the City for the reasonable costs of administering this Design-Based Code and other applicable City ordinances. Such fees shall be set by the City. Project applicants shall pay all required fees when the application is submitted to the Planning and Redevelopment Department.

### Applicable Sections from the Unified Development Code

All development applications and activities in Downtown are subject to the provisions of this Design-Based Code along with various sections of the Unified Development Code, including (but not limited to):

- Section 9-5-1 (Zoning Amendments);
- Section 9-5-3 (Conditional Use Approval);
- Section 9-5-5 (Variances);
- Section 9-5-6 (Street Vacation and Abandonment);
- Section 9-5-7 (Administrative Permits);
- Section 9-5-8 (Building Permits);
- Section 9-5-10 (Certification of Use and Occupancy);
- Section 9-5-11 (Street Name or Number Changes);
- Chapter 6 (Subdivision Regulations);
- Chapter 8: Article A (Home Occupations);
- Chapter 9 (Site Design and Improvements);
- Section 9-10-2 (Noncommercial Signs and Messages);
- Chapter 11 (Nonconformities); and
- Other sections and chapters as determined by the City Council, Architectural Review Committee, or City Staff.

Should any conflict arise between the provisions of this Design-Based Code and the Unified Development Code, the provisions of this Code shall apply.

## 11 | DEFINITIONS

The following definitions shall be used for terms in this Design-Based Code. Standard dictionary definitions shall be used for words not contained in this section.

### A

**Apartment:** A residential unit that is within a larger complex of residential units, all of which are rented by separate individuals or households.

**Awning:** A covered architectural projection that extends from the exterior wall of a building for the purpose of providing shade or shelter.

### B

**Balcony:** A platform that projects from an upper floor of a building.

**Build-to-Zone (BTZ):** A zone parallel to property lines adjacent to streets within which a front facade must be built.

**Building Depth:** The distance between the front facade of the building and the rear facade of the building.

**Building Facade:** A wall or series of walls that together make up a side of a building.

**Building Frontage:** See “Frontage”.

**Building Height:** The height of the building as measured by the maximum number of allowed floors and the maximum distance between the top of the structure and the average elevation of the sidewalk along the edge(s) of the property.

**Building Width:** The distance from one side of the building’s frontage to the other side of the building frontage.

**Bulbout:** An extension of the sidewalk into the parking lane at intersection and mid-block crosswalks. Bulbouts reduce the length of pedestrian crossings and help to slow vehicle traffic.

**Bulkhead:** A short wall or protective barrier located below storefront windows. Bulkheads sometimes contain landscaping.

### C

**City:** City of Mesquite.

**Civic (Use):** Buildings designed for public or civic purposes, such as a community center, bus depot, library, museum, or public market.

**Conditional Use Permit (CUP):** A use that requires a use permit to be permitted within a specific building type or specific floor.

**Condominium:** A residential unit that is within a larger complex of residential units, each of which is owned by separate individuals or households. Common areas, such as hallways, grounds, recreational facilities, and parking facilities, are owned in common and maintained by a homeowner’s association.

**Cornice:** A horizontal molded projection that crowns or completes a building facade. It is the uppermost section of moldings along the top of the wall or just below a roof.

**Courtyard:** A common area that is bounded on three or four sides by buildings.

**Cultural (Use):** Public and private schools, libraries, museums, government offices and facilities, community centers, religious institutions (i.e. churches), and other similar uses.

**Cut-Thru:** See “Pedestrian Cut-Thru”.



## D

**Design-Based Code:** A zoning code that emphasizes the form and location of buildings over the use of buildings, unlike conventional “Euclidean” zoning codes, which emphasize land use over other site and building design.

**Dining/Entertainment (Use):** Any food service use that includes live entertainment, including live music, performing arts, comedy shows, karaoke, and other similar forms of entertainment. Adult-only dining/entertainment uses are prohibited by this Design-Based Code.

## E

**Entertainment (Use):** Any business that generates income from providing an entertainment service to its customers. Entertainment businesses may also generate secondary income from retail and food service sales that are related to the entertainment use. Entertainment uses include movie theaters, live-performance venues, nightclubs, and indoor recreational facilities. Adult-only entertainment uses are prohibited by this Design-Based Code.

**Entry Courts:** Curved, angled, or otherwise articulated building entrances, typically at block corners or at the edges of plazas and paseos. Entry courts may deviate from the BTZ, if permitted.

## F

**Facade:** See “Building Facade”.

**Floor / Floors:** Enclosed building space (building levels) that is bounded by walls, floors, and ceilings.

**Floor-to-Ceiling Height:** The vertical distance between the top of the ground floor plate and the bottom of the ceiling.

**Food Service (Use):** Any business that generates income by selling or serving food or beverages that are prepared on-site and are meant to be eaten on-site or shortly after purchase. Food service businesses may also generate secondary income from retail sales that are related to the service. Food Service uses include bakeries, bars, cafes, coffee shops, ice cream shops, and take-out and sit-down restaurants.

**Forecourt:** An open area and/or building recession in front of a building’s entrance(s). Forecourts may create openings in the BTZ and may be provided at block corners, where permitted.

**Front:** The facade that faces a street or public space.

**Frontage:** A particular segment of a street or the Town Wash on which a facade of a building faces.

## G

**Ground Floor:** The first (closest to the finished site grade) habitable building floor (excludes parking levels) of a building.

## H

**Home Occupation:** Defined by Chapter 8 – Article A of the Unified Development Code.

## I, J

No definitions.

## K

**Kickplate:** A plate (often made of metal) fastened to the lower portion of a door to prevent damage to protect the door’s surface from shoe marks.

**L**

**Live-Work (Use):** A combination of living space and commercial space for service and office uses which the owner and resident of the unit operates.

**Lodging (Use):** Bed and Breakfasts, Hotels, Motels, Suites and similar uses.

**M**

**Marquee:** A permanent roof-like structure that projects from the building wall to provide shade and shelter. Marquees may have signs.

**N**

No definitions.

**O**

**Office (Use):** Any business establishment that provides administrative or clerical work or service-related work that does not require the customer or client to be on site to receive the service. Office uses include banks, financial institutions, and administrative and professional offices for architects, engineers, consultants, marketing agents, travel agents, insurance and real estate agents, and lawyers.

**Outdoor Dining (Use):** Outdoor seating areas for food service uses, which may include tables and chairs for patrons.

**Pedestrian Cut-Thru:** A walkway covered by the upper floor(s) of a building and generally connect from the sidewalk to internal site areas.

**P**

**Parapet:** A low wall projecting from the edge of a roof. Parapets may be designed with details and cornices.

**Paseo:** An outdoor pedestrian-only corridor that is lined on either side with buildings that generally have shops, restaurants and cafes, or entertainment uses on the ground floor.

**Pedestrian Cut-Thru:** A walkway covered by the upper floor(s) of a building and generally connect from the sidewalk to internal site areas.

**Permitted by Right (Use):** A use that is permitted to occur in a specific building at a designated location.

**Plaza:** A space that includes hardscape (paving) and buildings along at least one edge. Plazas are usually accessed from sidewalks.

**Podium Parking:** A level of parking that is located below the ground floor of the building, which is elevated above the grade of the site.

**Porch:** An area connected to the ground floor of a building that is covered by a roof, but does not contain glass windows, walls, or fences (except railings and support posts).

**Public Space:** An outdoor gathering area that is available for use to the public, such as public paseos and plazas, pocket parks, and amphitheaters.

**Q**

No definitions.

**R**

**Regulating Plan:** A plan or map that designates how site design and building form standards are applied to specific development sites.

**Residential (Use):** A use that accommodates living space, including apartment units, condominium units, and attached or detached house units (rowhouse, detached house, and duplex/triplex buildings).

**Retail (Use):** Any business that generates income by selling a tangible good or product, excluding “Food Service” uses. Retail uses include book stores, clothing/apparel stores, sporting good stores, flower shops, electronic and appliance stores, grocery stores, pet stores, jewelry stores, shoe stores, gift shops, home furnishing stores, toy stores, specialty retail stores, card shops, art supply stores, and toy stores. Adult-only retail uses are prohibited by this Code.

### S

**Service (Uses):** Any business in which income is generated primarily from customers that receive a service performed on-site. Service businesses may also generate secondary income from retail sales that are related to the service. Service businesses include hair salons, barber shops, health clubs and gyms, movie theaters, pet grooming, photography studios, massage parlors, tutoring, dance and art instructions, martial arts studios, laundry and dry cleaning services, repair shops (appliances, televisions, radios, and computers), tattoo parlors/body piercing, veterinary clinics, counselors, therapist, medical services (doctors, chiropractors, dentists and orthodontists offices; medical laboratories; etc.), and blue printing/copy centers.

**Setback:** An area in which buildings shall not occur.

**Sidewalk Amenities:** Items placed along the sidewalk for the use of pedestrians and to create a safer, more attractive streetscape.

**Small-Scale Wind Turbine:** A rotating machine that converts the kinetic energy from the wind into mechanical energy. The dimension of the turbines shall not exceed 60 inches in diameter.

Roof-mounted small-scale wind turbines may project an additional 10 above the maximum building height. Small-scale wind turbines shall comply with all applicable noise, lighting, and vibration standards in the Mesquite Master Plan and the Unified Development Code.

**Stoop:** A platform in front of a building entrance, which may or may not be covered by a roof.

**Surface Parking:** Outdoor parking provided within a parking lot.

### T

**Transom Windows:** Short windows placed above a door, storefront window, or other window.

**Transparency:** A measurement of how transparent or “see through” a window, fence, or wall is. Transparency is the opposite of opacity (i.e. a fence that is 25 percent transparent is 75 opaque).

**Trellis:** A structure (usually made from interwoven wood or metal pieces) that is attached to the roof or building wall used for shade or to support climbing plants.

**Tuck-Under Parking:** Tuck-under parking spaces are surface parking spaces located under the upper floors of a building. The spaces may be open or enclosed by a garage door.

### U

**Unified Development Code:** City of Mesquite Unifies Development Code.

**Upper Floor:** A floor that is above the ground floor.

### V

No definitions.

**W**

**Walkway:** A pedestrian path that is similar to a sidewalk, but may not be located adjacent to a street. Walkways are often provided on private development and within public spaces.

**Wind Turbine:** See "Small-Scale Wind Turbine".

**X, Y, Z**

No definitions.

PROPOSED